





# STREET FIGHTER II

Staff	
Developer	Capcom
Publisher	Capcom
Producer	Yoshiki Okamoto
Designers	Akira Nishitani Akira Yasuda
Programmers	Shinichi Ueyama Seiji Okada Yoshihiro Matsui Motohide Eshiro
Artists	Eri Nakamura Satoru Yamashita
Composers	Yoko Shimomura Isao Abe



Street Fighter II: The World Warrior is a 2D fighting game developed by Capcom and originally released for arcades in 1991. It is the second installment in the Street Fighter series and the sequel to 1987's Street Fighter, over which it vastly improved many of the concepts introduced, including the use of special command-based moves, a combo system, a six-button configuration, and a wider selection of playable characters, each with a unique fighting style.

It prominently features a popular two-player mode that obligates direct, human-to-human competitive play which prolonged the survival of the declining video-game arcade business market by stimulating business and driving the fighter genre. It inspired grassroots tournament events, culminating in Evolution Championship Series (EVO). Street Fighter II shifted the arcade competitive dynamic from achieving personal-best high scores to head-to-head competition, including large groups.

Street Fighter II became the best-selling game since the golden age of arcade video games. By 1994, it had been played by an estimated 25 million people in the United States alone. Due to its major success, a series of updated versions were released with additional features and characters. Worldwide, more than 200,000 arcade cabinets and 15 million software units of all versions of Street Fighter II have been sold, grossing an estimated \$10 billion in total revenue, making it one of the top three highest-grossing video games of all time as of 2017 and the best-selling fighting game until 2019.

Street Fighter II is regarded as one of the greatest video games of all time and the most important and influential fighting game ever made. Its launch is seen as a revolutionary moment within its genre, credited with popularizing the fighting genre during the 1990s and inspiring other producers to create their own fighting series. It sparked a renaissance for the arcade video game industry and impacted competitive video gaming and wider popular culture such as films and music.



# STORY

Fighters from across the globe have come together to face one another to see which of them has the strength, skill, and courage to be crowned champion. Each fighter has mastered different skills and special moves, but it will take more than brute strength to defeat the others and earn the title of World Warrior.







# GAMEPLAY

Street Fighter II follows several conventions and rules established by its 1987 predecessor Street Fighter. The player engages opponents in a series of timed one-on-one, close-quarters combat matches. In order to win a round, the player must either completely drain the opponent's health bar by landing attacks, or have more health left than the opponent when the timer runs out. Neither fighter wins the round if they have equal health when time expires or if they simultaneously knock each other out. The first fighter to win two rounds is declared the victor of the match.

While a single-player game is in progress, a second player may join at any time, immediately starting a head-to-head match. The winner continues the game in single-player mode.

The original Street Fighter II allowed up to 10 rounds per match; this maximum is reduced to four rounds starting with Champion Edition. If there is no clear winner by the end of the final round, either the computer-controlled opponent will win by default in a single-player match or both fighters will lose in a two-player match. After every third match in the single-player mode, a bonus stage gives a chance to earn additional points by smashing a car, wooden barrels, or metal oil drums. After each match, the location for the next one is selected on a world map.

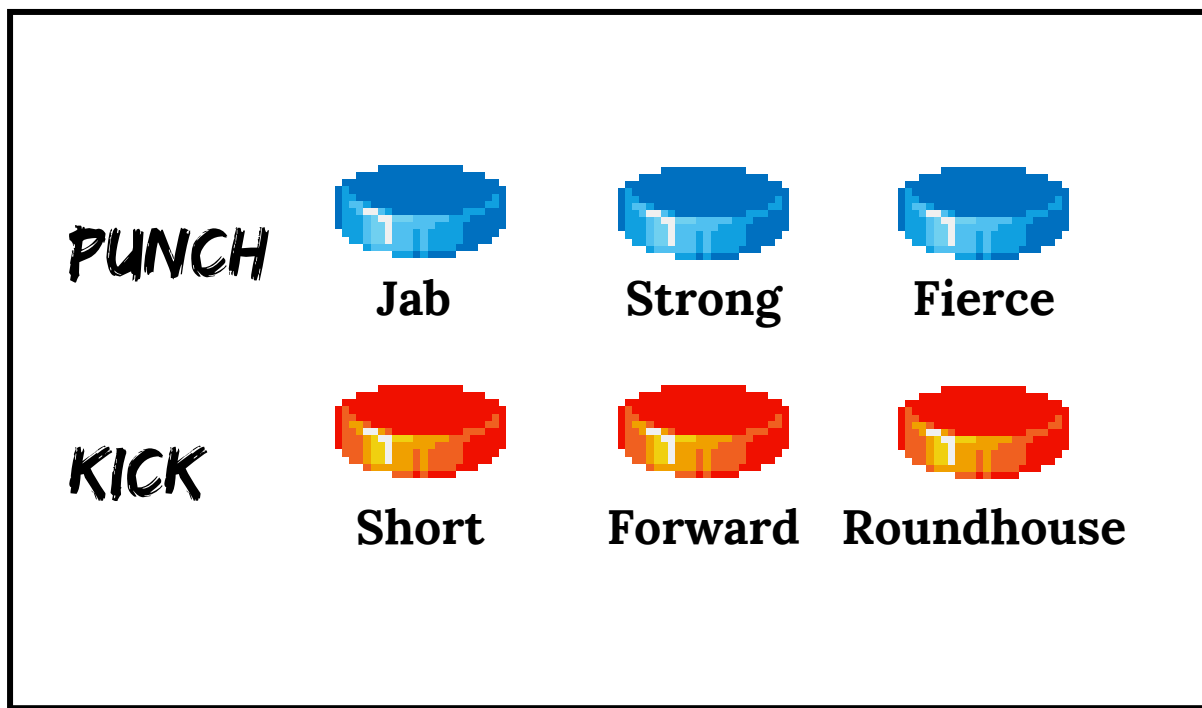
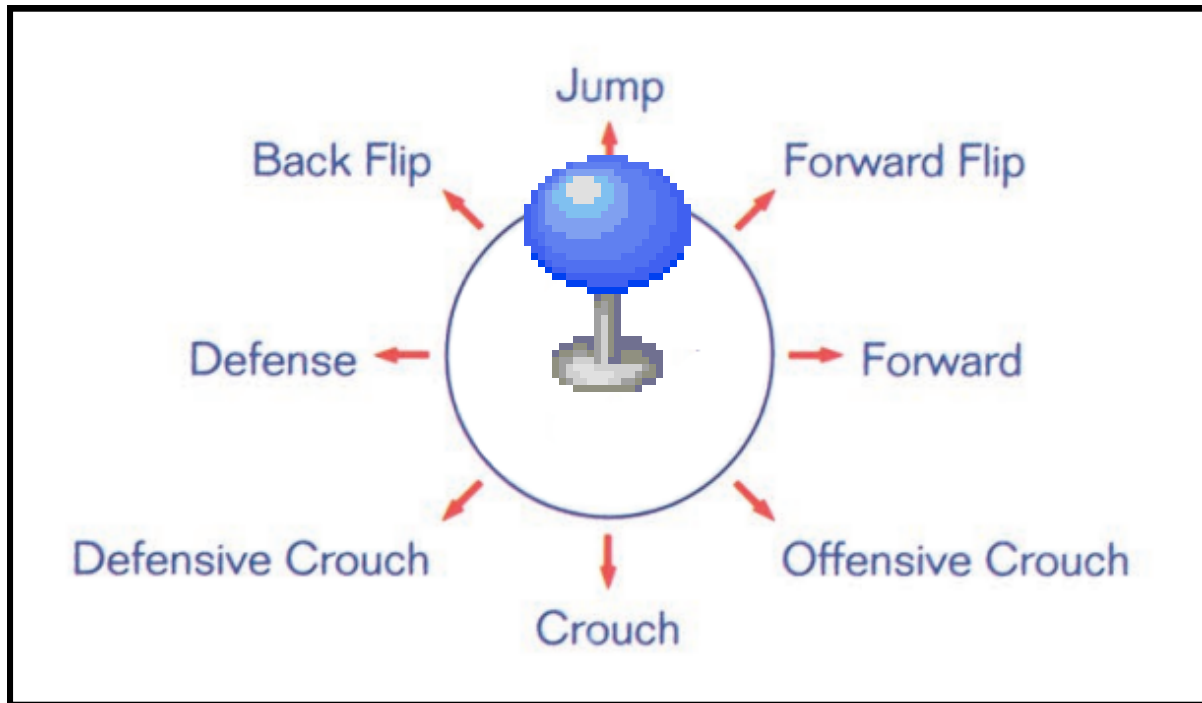
Like in Street Fighter, the controls are an eight-directional joystick and six attack buttons. The joystick can jump, crouch, walk left and right, and block. A tradeoff of strength and speed

are given by three punch buttons and three kick buttons, each of light, medium, and heavy. The player can perform a variety of basic moves in any position, including new grabbing and throwing attacks. Special moves are performed by combinations of directional and button-based commands.

Street Fighter II differs from its predecessor due to the selection of multiple playable characters, each with distinct fighting styles and special moves including combos. According to IGN, "the concept of combinations, linked attacks that can't be blocked when they're timed correctly, came about more or less by accident. Street Fighter II's designers didn't quite mean for it to happen, but players of the original game eventually found out that certain moves naturally flowed into other ones." This combo system was later adopted as a standard feature of fighting games and was expanded upon in this series.



# CONTROLS



# TECHNIQUES

## THROW

When close, or + Strong or Fierce

Use this technique near an opponent to throw him. Each character throws his opponent based on their fighting style. Certain characters can even throw the opponent while airborne.

## SAFE FALL

When thrown, do the same command for a throw.

If thrown, this maneuver allows your character to land safely to the ground on their feet, thus reducing the damage they receive from the throw by half.

## **QUICK RECOVER**

**When hit with a heavy attack, rotate the lever and tap any button rapidly.**

**When struck by a staggering blow in ground or in air, this maneuver quickly shakes you out and enables you to land back on your feet. The same applies when your character is dizzied by repeated attacks.**

## **BLOCK**

**Press the direction away from your opponent.**

**When you block against an opponent's attack, damage is done to the minimum. Blocked physical blows give no damage but special attacks take a toll of block damage. Certain attacks like special throws are unblockable, however.**

# THE WORLD WARRIORS





# RYU



A student of the Shotokan school of karate, Ryu has developed into a pure warrior. He has devoted his entire life to the perfection of his fighting skills and has forsaken everything else in his life. Ryu has no home, no friends, and no family. Instead, he wanders the globe seeking to test his skills against other fighters.

Probably the strongest all-around fighter, Ryu claims the title of Grand Champion after his narrow defeat of Sagat. Cool and calculating, Ryu is very patient in combat. Always seeking to maximize his abilities, Ryu has improved the speed of his Hadouken and uses it to pound his opponents into a corner.

**Height:** 5'10"

**Weight:** 150 lbs.















**Nationality:** Japanese

**Date of Birth:** 7-21-1964

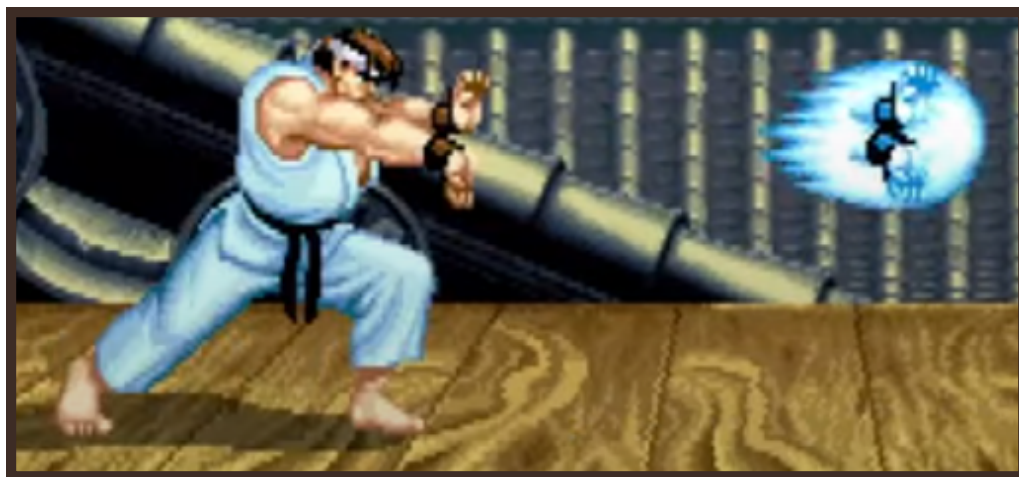
**Fighting Style:** Shotokan Karate



# MOVE LIST

Name	Input
Seoi Nage	Close,  or  +  or 
Tomoe Nage	Close,  or  +  or 
Hadouken	 + 
Shoryuken	 + 
Tatsumaki Senpuukyaku	 + 

# HADOUKEN



# SHORYUKEN





# TATSUMAKI SENPUUKYAKU



# KEN



A disciple of the Shotokan school of karate, Ken is a natural athlete. Unfortunately, Ken's natural fighting skill has fueled his giant ego and he is constantly reminding his opponents that he is the greatest fighter of all time. For the past year, Ken has let his skills deteriorate and has spent most of his time on the beach with his girlfriend. Only a challenge from his old training partner, Ryu, has rekindled his fighting spirit and caused him to try and perfect his Shoryuken and Tatsumaki Senpuukyaku.

Brash and arrogant, Ken loves to show off during a fight. After knocking his opponent senseless with the speed of his Tatsumaki Senpuukyaku, Ken loves to finish them off with his improved Shoryuken.

**Height:** 5'10"

**Weight:** 169 lbs.

**Nationality:** American















**Date of Birth:** 2-14-1965

**Fighting Style:** Shotokan Karate





# MOVE LIST

Name	Input
Seoi Nage	Close,  or  +  or 
Tomoe Nage	Close,  or  +  or 
Hadouken	 + 
Shoryuken	 + 
Tatsumaki Senpuukyaku	 + 

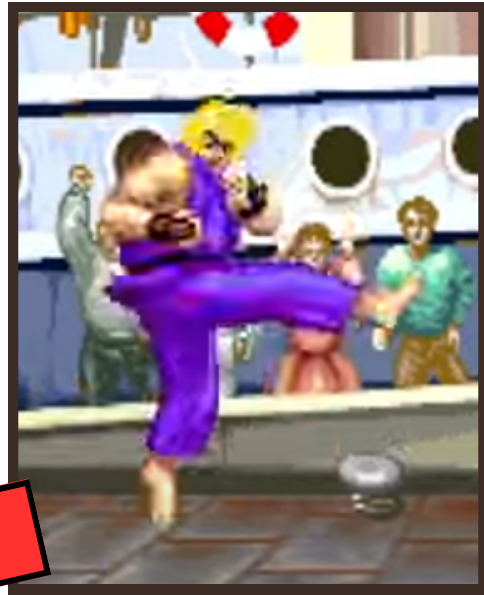
## HADOUKEN



## SHORYUKEN

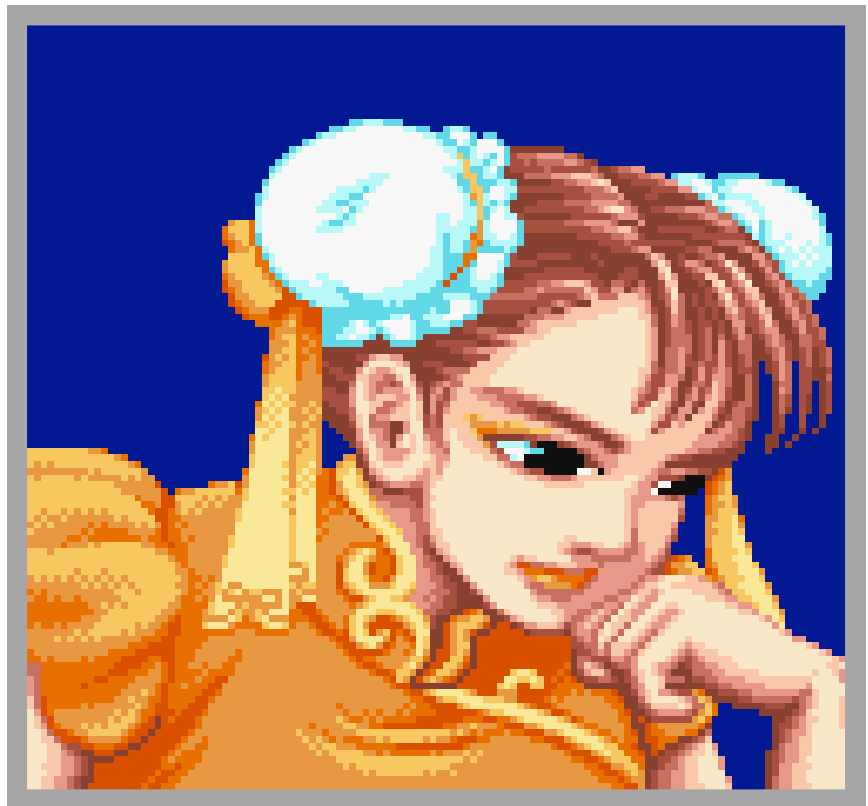


# TATSUMAKI SENPUUKYAKU





# CHUN LI



Unlike many of the other contestants, Chun Li has not entered the tournament for personal glory. Instead, she has been secretly tracking the movements of an international smuggling operation known as *Shadowloo*. The trail has lead her to the tournament and she now believes that one of the Grand Masters may have been responsible for the death of her father.

Stunned by her good looks, opponents often underestimate Chun Li's ability and find themselves flattened by a few well placed kicks. Chun Li's quest for justice guides her life, but at heart she is still a young girl who yearns to live a normal life.

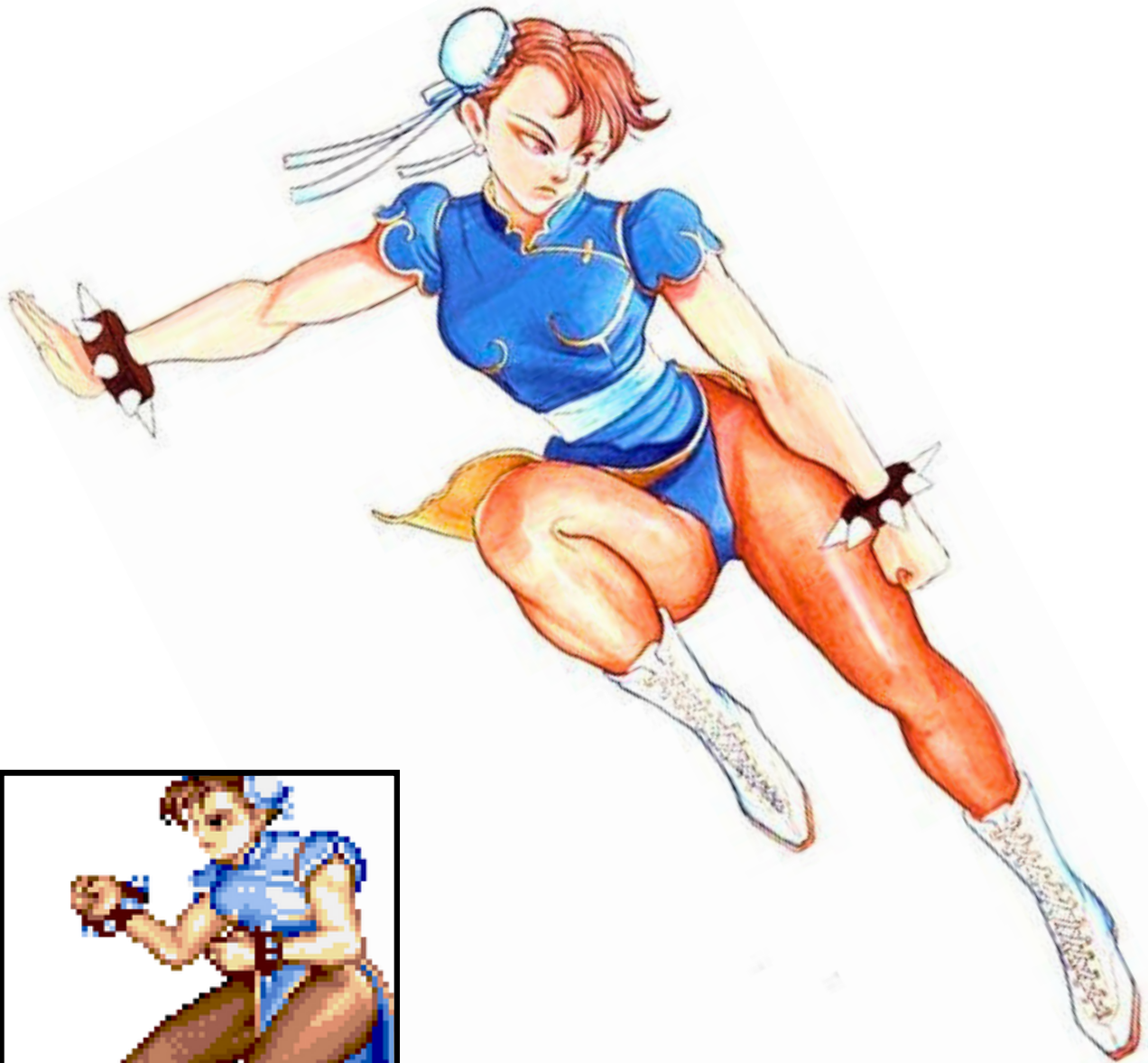
**Height:** 5'8"

**Weight:** (She won't tell)


















**Nationality:** Chinese

**Date of Birth:** 3-1-1968

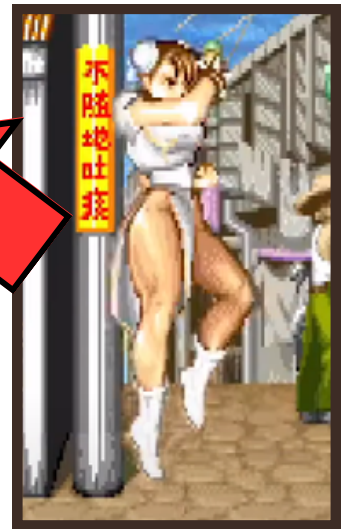
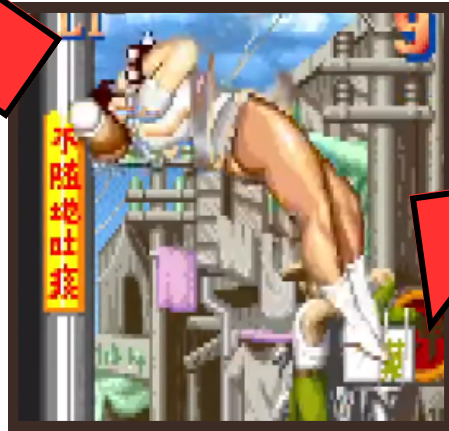
**Fighting Style:** Kung Fu



# MOVE LIST

Name	Input
Sankaku Tobi	Jump against a wall, press in opposite direction.
Koshuu Tou	Close,  or  +  or 
Ryuusei Raku	  or  +  or 
Yousou Kyaku	  + 
Spinning Bird Kick	  + 
Hyakuretsu Kyaku	 + 

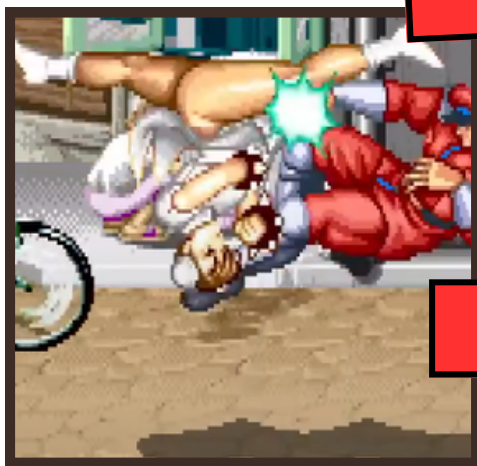
## SANKAKU TOBI



## HYAKURETSU KYAKU



# SPINNING BIRD KICK



YOUSOU  
KYAKU





# GUILE



An ex-member of an elite Special Forces team, Guile and his co-pilot Charlie were captured during a mission in Thailand six years ago. After many months of imprisonment, he and Charlie managed to escape from their jungle prison. During the perilous trek to civilization, Charlie died and Guile has been consumed by vengeance ever since.

Guile's calm and emotionless exterior hides rage inside. Driven by his need for revenge, he will let nothing stand in his way. Using a unique blend of Special Forces training and street fighting skills, Guile is a force to be reckoned with.

**Height:** 6'1"

**Weight:** 191 lbs.





























**Nationality:** American

**Date of Birth:** 12-23-1960

**Fighting Style:** Special Forces



# MOVE LIST

Name	Input
Judo Throw	Close,  or  + 
Dragon Suplex	Close,  or  + 
Flying Mare	  or  +  or 
Flying Buster Drop	  or  +  or 
Knee Bazooka	 or  + 
Reverse Spin Kick	 or  + 
Sonic Boom	  + 
Flash Kick	  + 

**KNEE BAZOOKA**

**FLASH KICK**



**SONIC  
BOOM**

# ZANGIEF



Many believe that Zangief entered the tournament out of his fierce respect for his country, but they are only partially correct. Zangief loves his country, but he loves to stomp on his opponents even more. What else would you expect from a man who wrestles bears for fun?

Good natured, with a great sense of humor, Zangief loves to fight. He left the Russian Wrestling Federation because of the lack of competition and now seeks suitable opponents wherever he can find them. Totally fearless, Zangief is more than willing to walk into a punch as long as he can grab his opponent and drive them into pavement with his Spinning Pile Driver.



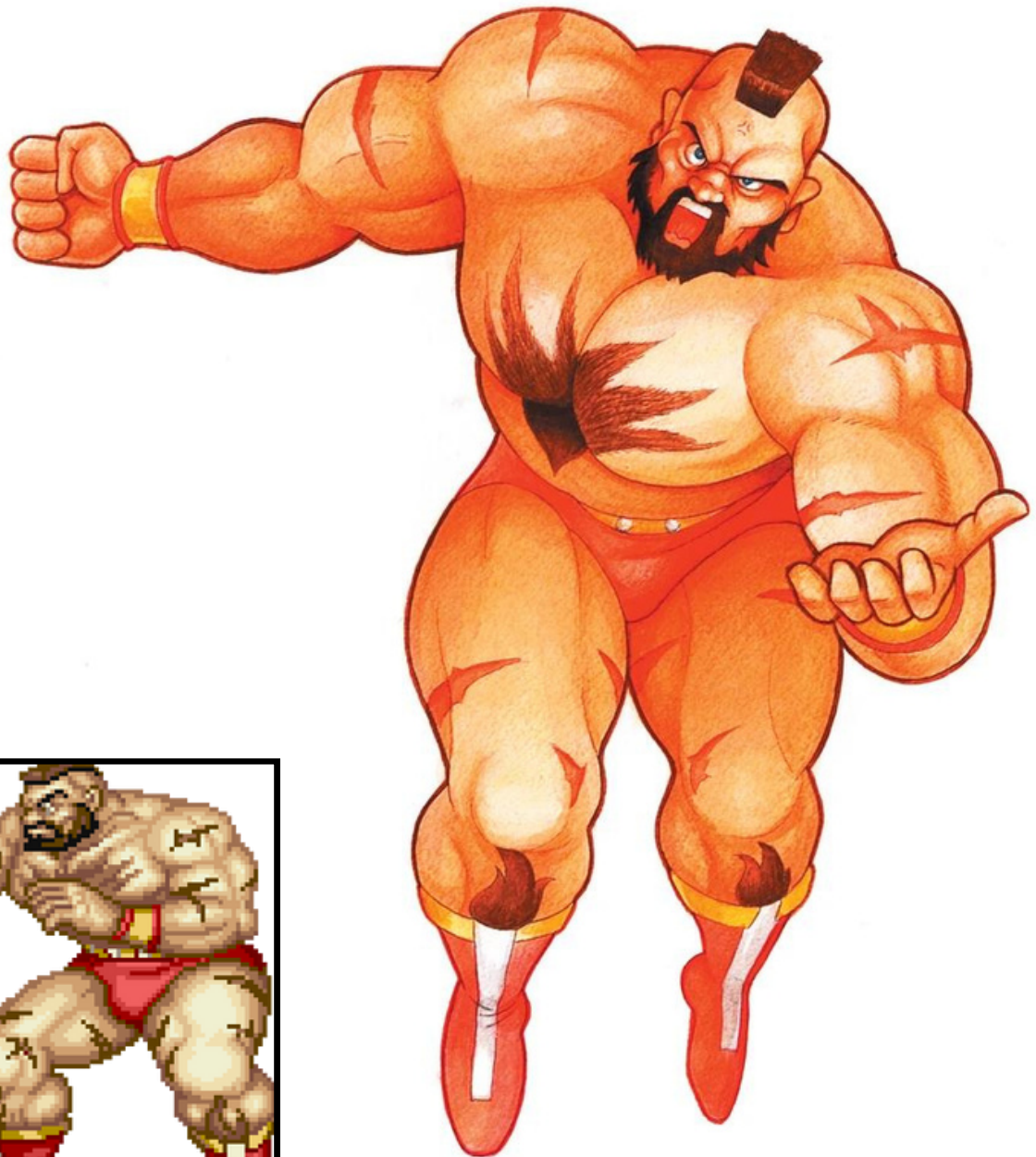
**Height:** 7'

**Weight:** 256 lbs.































**Nationality:** Russian

**Date of Birth:** 6-1-1956

**Fighting Style:** Wrestling



# MOVE LIST

Name	Input
Piledriver	Close,  or  + 
Iron Claw	 or  + 
Brain Buster	Close,  or  + 
Kamitsuki	 or  + 
Deadly Driver	Close,  or  + 
Leg Throw	Close,  or  + 
Stomach Claw	 or  +  or 
Kuuchuu Headbutt	 +  or 
Flying Body Attack	 + 
Double Lariat	
Screw Piledriver	 + 



**KUCHUU  
HEADBUTT**

**SCREW  
PILEDRIIVER**

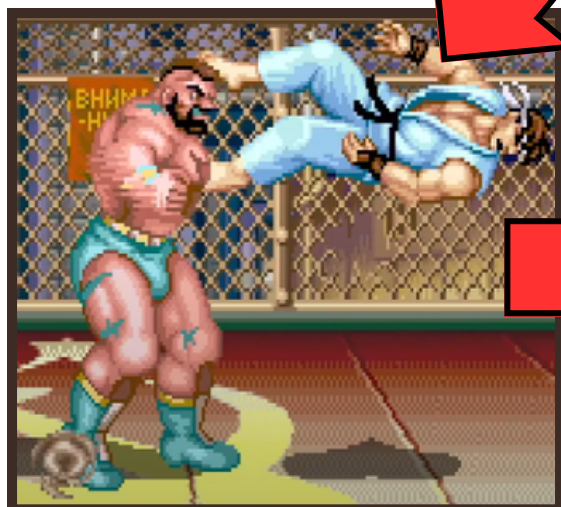
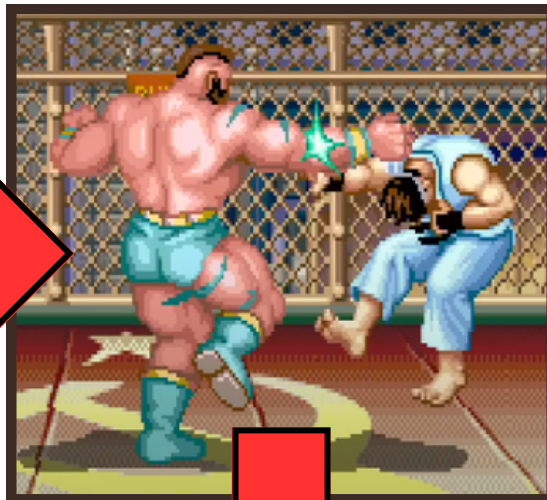
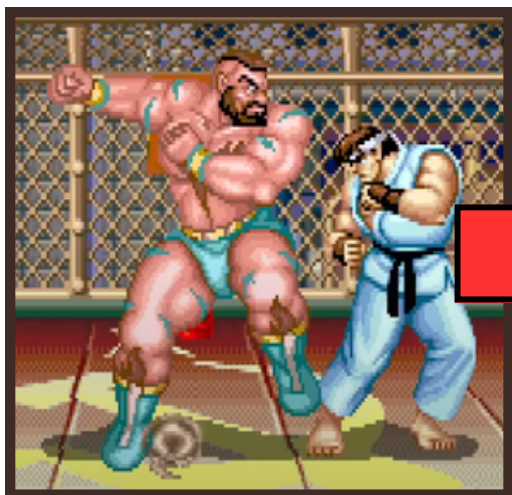


**FLYING  
BODY ATTACK**





# DOUBLE LARIAT



# E. HONDA



Edmond Honda has been trained since birth to take his place as the greatest sumo wrestler to ever step into the ring. Upon receiving the title of “Yokuzuna,” or grand champion, Honda was shocked to learn that the rest of the world did not consider sumo wrestling as a true sport. Outraged, he has vowed to prove that sumo wrestlers are the greatest fighters in the world.

A strict disciplinarian, Honda guides his pupils with a stern hand. He understands that only through hard work and dedication can one reach a goal. Quick and extremely powerful, Honda’s greatest advantage is his size. He loves to use his new Sumo Smash to flatten unsuspecting opponents.



**Height:** 6'2"

**Weight:** 304 lbs.







**Nationality:** Japanese

**Date of Birth:** 11-3-1960

**Fighting Style:** Sumo



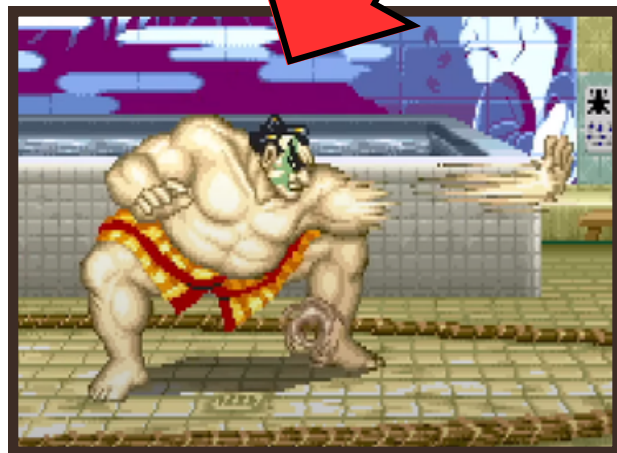
# MOVE LIST

Name	Input
Tawara Nage	Close, ←● or ●→+ 
Saba Ori	Close, ←● or ●→+ 
Hiza Geri	Close, ←● or ●→+ 
Sekkan Kyaku	Close, ←● or ●→+ 
Hyakuretsu Harite	TAP+ 
Super Zutsuki	←HOLD●→+ 

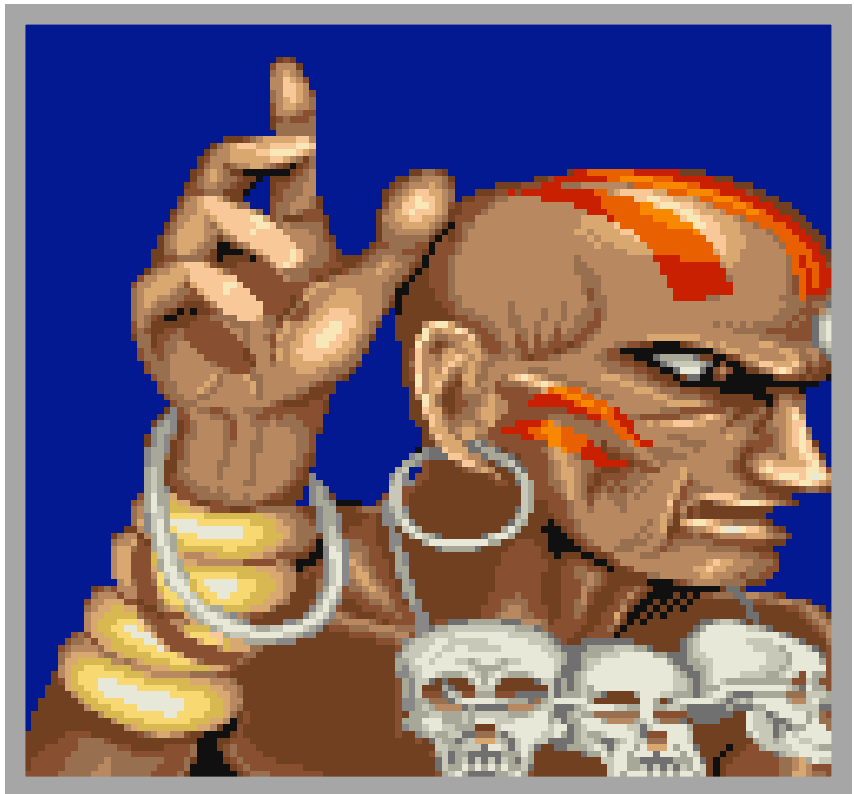
# SUPER ZUTSUKI



## HYAKURETSU HARITE



# DHALSIM



Over the course of his life, Dhalsim has sought to unify his mind, body, and soul through the discipline of Yoga. Now, as he nears his goal, Dhalsim must test himself and his skill before he can rise to a higher state of consciousness.

By controlling his mind and body, Dhalsim is able to extend his arms and legs great distances. However, Dhalsim's greatest skill is his patience. He knows that he does not stand a chance in a slugging match. Instead, he concentrates on using his unique abilities to keep his enemies at a distance and to slowly wear them down. While Dhalsim will do everything necessary to win, he will never hurt his opponent more than necessary, nor will he ever take another fighter's life.

**Height:** 5'10"

**Weight:** 107 lbs.

**Nationality:** Indian

















**Date of Birth:** 11-22-1952

**Fighting Style:** Yoga





# MOVE LIST

Name	Input
Yoga Smash	Close,  or  + 
Yoga Throw	Close,  or  + 
Yoga Mummy	  + 
Yoga Spear	  + 
Yoga Fire	 + 
Yoga Flame	 + 

## PUNCH



## KICK



## YOGA SPEAR



## YOGA MUMMY



## SLIDING KICK



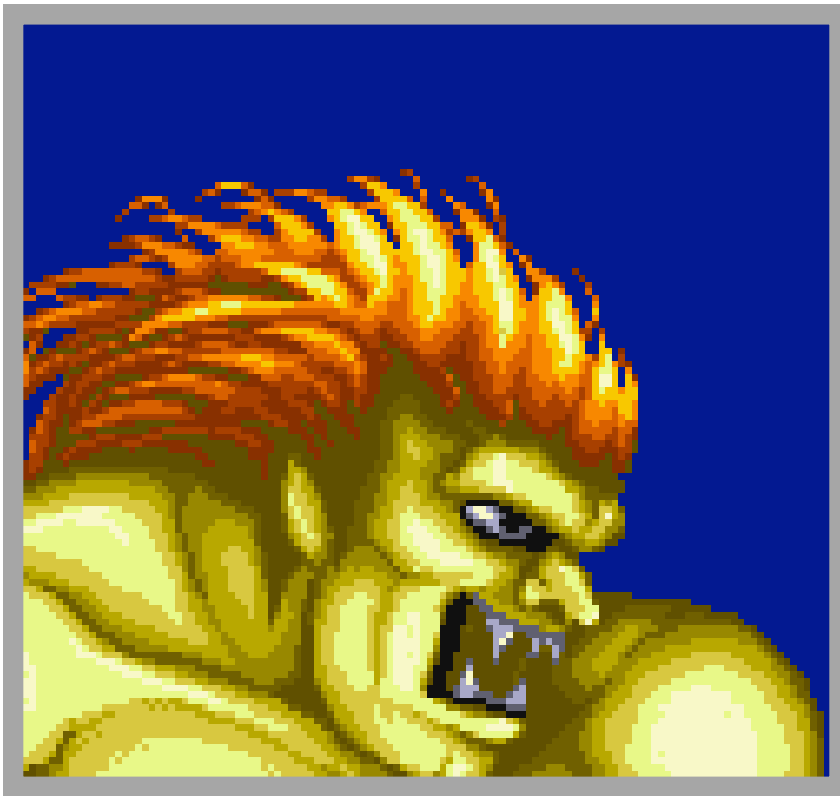
## YOGA FIRE



## YOGA FLAME



# BLANKA



Very little is known about the bizarre fighter from the jungles of Brazil. For years, the natives have reported seeing a half-man, half-beast roaming the rain forests. But, it has only within the last year, that the beast named Blanka appeared in the cities of Brazil and challenged any fighter who would dare oppose him.

Normally passive and docile, when enraged Blanka attacks like an uncaged animal. Blanka uses his speed and agility to inflict maximum damage on his opponents. He often uses his claws and razor sharp teeth to shred his opponents into small pieces.



**Height:** 6'5"

**Weight:** 218 lbs.

**Nationality:** Brazilian












**Date of Birth:** 2-12-1966

**Fighting Style:** Jungle

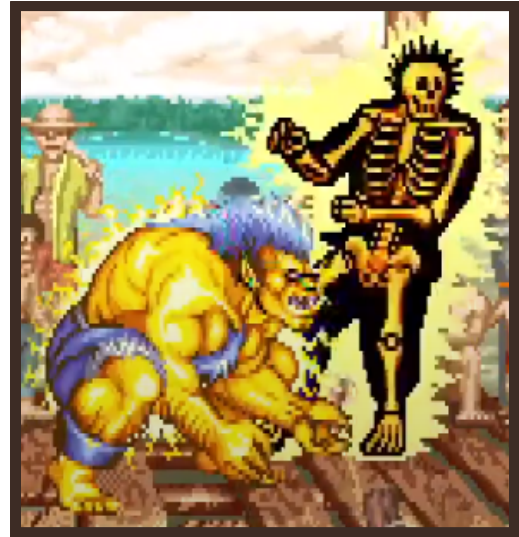




## MOVE LIST

Name	Input
Rock Crush	Close,  or  + 
Wild Fang	Close,  or  + 
Electric Thunder	 + 
Rolling Attack	  + 

# ELECTRIC THUNDER



# ROLLING ATTACK



# BOSS: BALROG



A former heavyweight champion, Balrog was barred from professional boxing after he ignored the rules of the ring. Wild and aggressive, Balrog now makes a living brawling on the streets of Las Vegas and occasionally picks up a buck as a hired muscle for M. Bison.

Subscribing to the theory that whoever hits the hardest wins, Balrog is all brawn and very little brain. While he can easily be outsmarted, few fighters have his strength and tenacity.

**Height:** 6'5"

**Weight:** 252 lbs.

**Nationality:** American

**Date of Birth:** 9-4-1968

**Fighting Style:** Boxing



# BOSS: VEGA



Of noble blood, Vega has successfully blended the Japanese art of Ninjitsu with the skills he learned as a matador. The result is a beautiful and deadly ballet which has earned Vega the nickname of the “Spanish Ninja.”

Vain and egotistical, Vega lives by the philosophy that beauty is strength. Despising anything ugly, Vega views himself as “perfect” and uses a mask to prevent his face from becoming scarred in battle. Used by M. Bison primarily as an assassin, Vega often dispatches his opponents using his claw.



**Height:** 6'0"

**Weight:** 208 lbs.

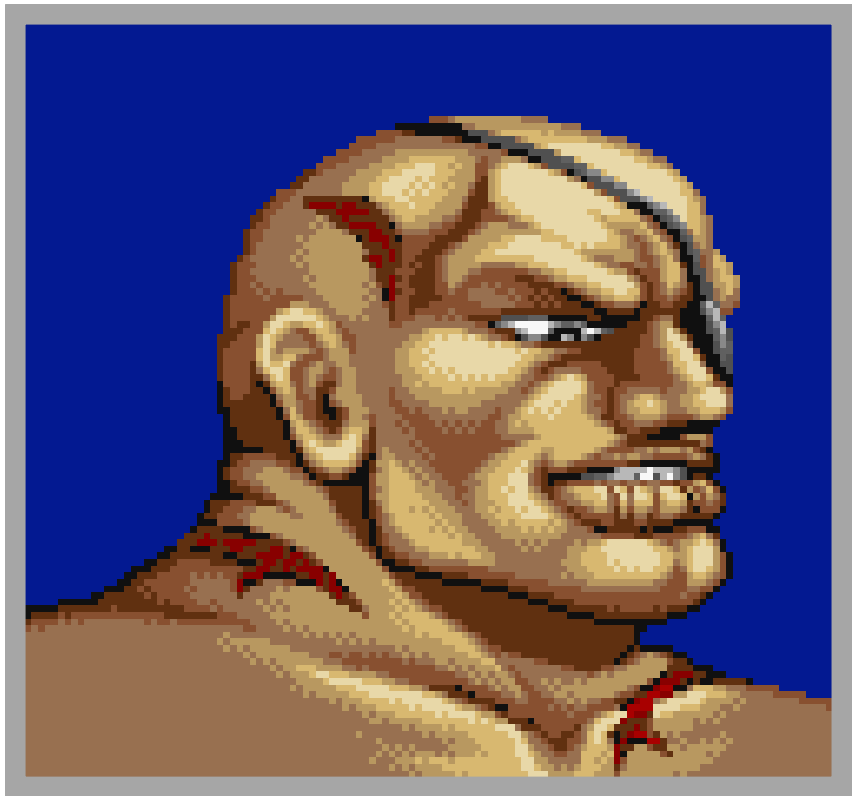
**Nationality:** Spanish

**Date of Birth:** 1-27-1967

**Fighting Style:** Spanish Ninjitsu



# BOSS: SAGAT



Once called “King of the Street Fighters,” Sagat reigned supreme until his narrow defeat at the hands of Ryu. Humiliated at his loss, he now plans to regain the title at any cost.

Sagat’s Muay Thai fighting style is thought to be the most powerful in the world. With the exception of M. Bison, no other fighter comes close to his overall fighting ability. Though he is an honorable man ta heart, Sagat is tortured by his loss to Ryu and will side with anyone who will give him the chance or experience needed to regain the title.

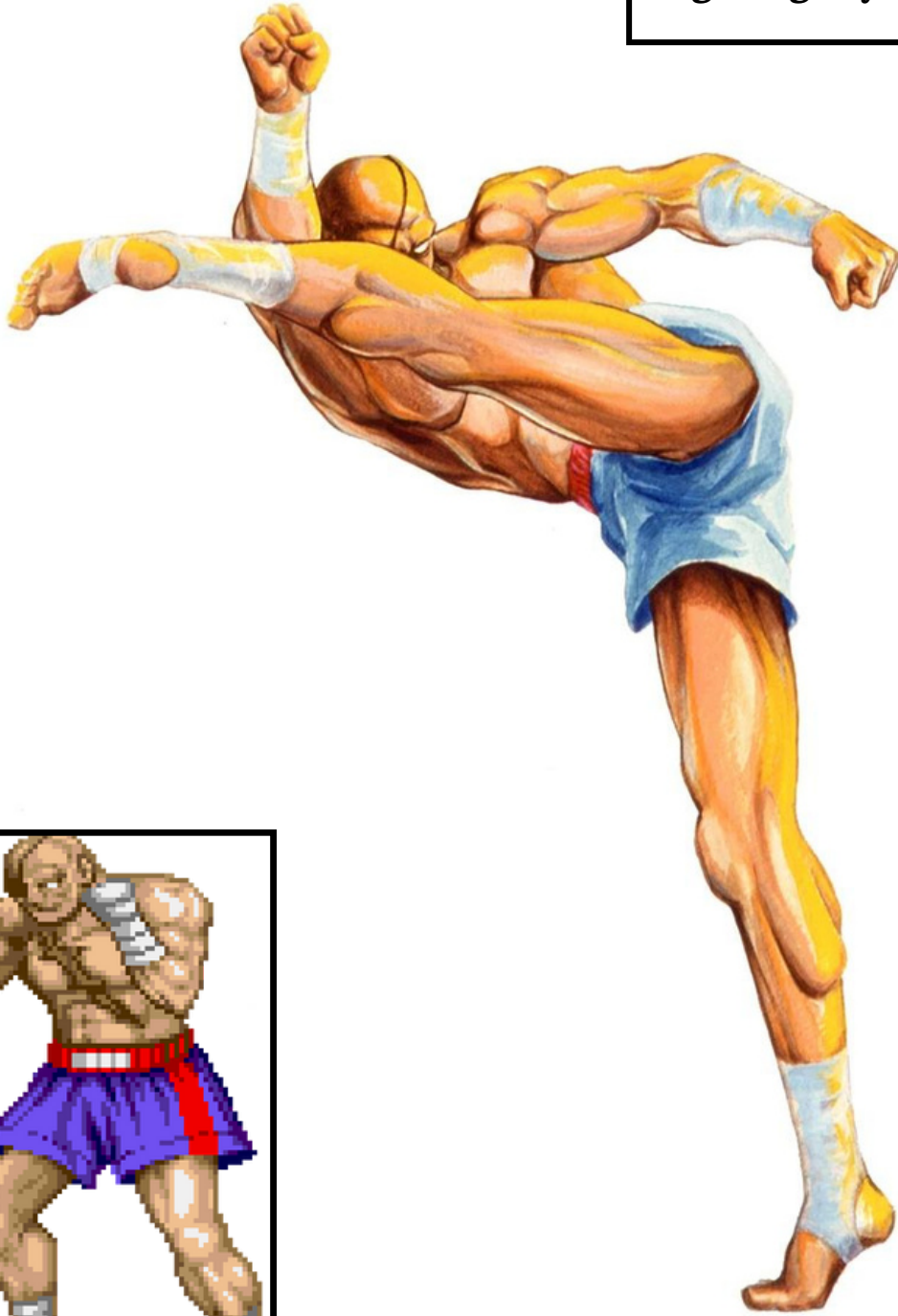
**Height:** 7'4"

**Weight:** 283 lbs.

**Nationality:** Thai

**Date of Birth:** 7-1955

**Fighting Style:** Muay Thai



# BOSS: M. BISON



Never has a man been more cloaked in secrecy than M. Bison. Ever since he emerged to lead the international criminal organization *Shadowloo*, the world has been awed by the incredible power at his command.

Seen as the master of evil, Bison rules over his empire with an iron fist, Preferring to let his underlings do most of the dirty work, Bison only unleashes his powerful psychic ability when absolutely necessary. Unmatched in his power and agility, M. Bison reigns supreme as the greatest Street Fighter in the world,.

**Height:** 5'11"

**Weight:** 254 lbs.

**Nationality:** Unknown

**Date of Birth:** Unknown

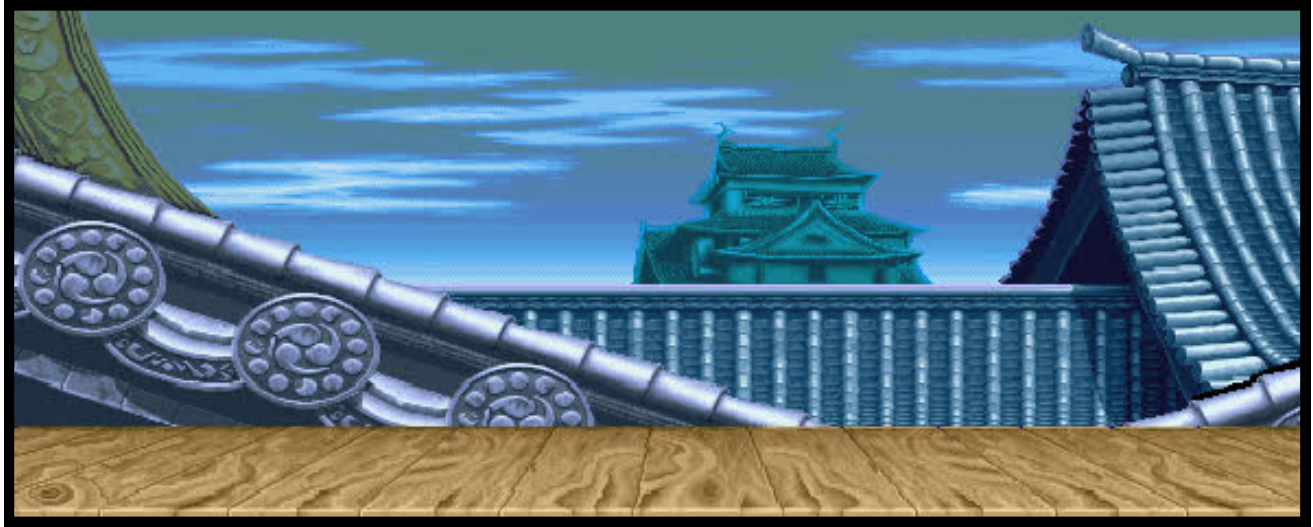
**Fighting Style:** Unknown





# STAGES

## SUZAKU CASTLE



**Ryu's** stage is set on the rooftops of the Suzaku Castle, 10 meters (32.8 feet) above the ground. It has breakable signs on it reading Fūrinkazan ("Wind Forest Fire Mountain"), a shortened version of a quote from Sun Tzu's Art of War. The signs are present only in the original Street Fighter II, Hyper Street Fighter II: The Anniversary Edition, and Ultra Street Fighter II: The Final Challengers (Classic Graphics only). The same message is seen written on Ryu's belt in some of his appearances. Bats appear flying in the right side of the stage in some versions. Not much is known about the abandoned castle itself, with few knowing where it is located, but its dojo is used by Ryu for training since he was a kid.

# BATTLE HARBOR



**Ken's** stage is in Battle Harbor, a port near a sleepy small town of a city county. According to local stories, Battle Harbor is said to have gotten its name back in the town's founding days when two men began to have a fist fight of such proportions that it drew many of the citizens and even travelers down to the docks to see them duel. Since then, the place is known for having street fights nearly every day, and is celebrated as a town tradition. Due to Battle Harbor's historic reputation, the port has seen even international guests and fighters from around the world clash on its grounds.

# SHOPPING DISTRICT, TAIPING ROAD



**Chun-Li** went to the crowded shopping district to investigate a possible drug route and ended in a street fight. To the left there is a shop selling drinks, with two Coca-Cola crates visible in the back. Near it is the Xiamen Meat Company, where a vendor from Xiamen sells meat. The meat is hanged on the ceiling and a man is holding a chicken while watching the fight. The sign near the meat shop warns to not spit. To the right is the Shanghai Salon. Between the meat company and the salon is a man with a crate of either fruits or ice, depending on the version, that appears to be a disguised Monitor Cyborg. Bicyclists often speed up by the street.

# AIR FORCE BASE



**Guile's** stage is set on a Air Force Base, somewhere between San Antonio, TX and Shreveport, LA., and has some of his colleagues watching the battle and an F-16 Fighting Falcon jet on the background with the text CAP RF512. The stage has two crates that can be broken. Guile went to the air force base while searching who killed his comrade Charlie Nash, his only clue being the name M. Bison. In the base, someone challenges him for a fight in exchange for information



# BIG FACTORY



When **Zangief** became famous in the world of underground pro wrestling, challengers from around the world began flocking to the Soviet Union. The President chose this factory as the perfect place to host the resulting battles and the immense crowd of spectators who came to watch. Moreover, he thought it could be said that it was a triumph to the working class of the country. The center of the arena contains the USSR mark (removed in *Ultra Street Fighter II: The Final Challengers*), with some fences and chains nearby. Several people watch the fight.



## EDO NO YU



Edo no Yu (lit. "Hot Water of Edo") is **E. Honda's** stage, set inside of Kapukon Yu, a public bath in Higashi Komagata, Japan that has been in business for over 60 years. It is E. Honda's favorite spot, and the old gentleman who mans the counter has known Honda since before his glory days as a sumo wrestler. Honda often faces opponents in Kapukon Yu in order to drum up some business to the place, which has been going through some hard times. Honda always takes a bath after practice, and he grew up in a large bath since a young age, loving it. Torn between his love for sumo and hot baths, Honda decides to combine both, making an unusual sumo field in the public bath. The sumo ring is made of vinyl to avoid sanitation problems with the water.

# MAHARAJA'S PALACE



**Dhalsim's** home stage set in the palace of a Maharaja from India. A national competition was held here to determine who would represent India in the World Warrior Tournament, which Dhalsim won. It is also said that Dhalsim used this hall to train his yoga. The room has several elephants and a picture of the Hindu deity, Ganesha, in the center.

# AMAZON RIVER BASIN



**Blanka's** stage is set on a wooden plank. There is a large bass fish hanging on the right side of the stage. Next to it are tourists who are watching the fight. One of them is using a Polaroid camera to take pictures. On the left side of the stage is a cabin containing natives who are also watching the fight. The cabin is made of plywood and it has a roof that is made entirely of straw. Each group is separated by a large tree which is set in the very middle of the stage. The tree consists of vegetation and a snake is curled around it. In the background is a still lake. Above it is a blue sky and white clouds. It is also surrounded by the Amazon River Basin giving the impression that the stage takes place in the middle of the river or next to the river.



# LAS VEGAS



Las Vegas, 11 pm, a place to pursue the American dream, with **Balrog** making a lot of money with boxing and using it for drinks, gambling, and women. This night its streets will be Balrog's ring as he is challenged by a street fighter, Balrog taunting the challenger by saying that his fists will be dirty with blood. The fight takes place in front of a casino with a neon sign that says "Golden Nugget: Nin-Nin Hall". Other neon signs can be seen nearby, such as "Wedding Chapel" and "Golden Goose". Many people are watching the fight in front of the building, and two women constantly walk back and forth. There are also two Rolls Royce vehicles stopped in the area. The floor of the arena contains the text "Las Vegas!".

# FIGHTING BARROOM



The stage takes place inside of "Mesón De Las Flores" (Spanish for "Inn of the Flowers"), a type of cantina located in an alley from a town in Spain. It has a membership system, where members gamble and deal with money typically in the form of an illegal business such as the trade of narcotics. It is mostly popular for its modern pankration event, Street Fight. **Vega** is the star of the event, having many consecutive victories. There is a fence that slams down onto the arena once the fighters enter battle. Behind the fenced off area above the arena are guitarists playing music, with flamenco dancers dancing to the rhythm against the backdrop of a mural of a bullfighter and a bull. A crowd of spectators are watching the battle seated on benches with tables.



## AYUTTHAYA RUINS



During his hard training to prepare for the next time he faces Ryu or Ken, **Sagat** used the ancient Ayutthaya Ruins for zazen and spiritual training. Hearing about Sagat's strength, a fighter appeared to challenge him, and Sagat saw it as an opportunity to test his abilities. The area contains a giant reclining Buddha statue surrounded by other temples and ancient structures. The statue itself is a stylized and restored version of the original Wat Lokayasutharam reclining Buddha in the Ayutthaya Historical Park in Thailand.

# RAMAYANA TEMPLE



This hideout is **M. Bison's** stage, set in Shadaloo's secret base in Thailand, in a temple with a bell and two breakable statues. When the bell rings, it indicates the start of the fight; people gathered to watch, for Someone has challenged M. Bison to a fight. It doesn't matter for Bison the challenger's motives, be it for a grudge against him or simply to test his strength, in the end of the battle the challenger will understand Bison's true power at the cost of his life. The match becomes a one-sided massacre as the challenger is overwhelmed by M. Bison's Psycho Power, Despite the odds, the challenger is determined to win, giving his best in the battle.

# BONUS STAGES



The first stage presented players with a car that must be destroyed in under 40 seconds. Each hit to the car awards 100 points, and if all hits are landed successfully a maximum of 24400 points will be awarded along with 100 points per second left on the clock and a bonus 30,000 points for achieving a "perfect" round. The car bears an extremely strong resemblance to the first generation Toyota Celsior (Lexus LS400 outside of Japan) which was produced from 1990–1994. The bonus stage takes place in a stage similar to Ken's stage, Battle Harbor. In the storyline, a man takes cars that do not sell and offers prize money for those who manage to break a car within a time limit with their bare hands for \$10 per try. The idea unexpectedly became a big hit, with many people going to the harbor to give it a try.





The second stage involves the player waiting below a conveyor belt for barrels to drop down from above, and each must be broken using any attack. At first glance there appears to be a 20-second timer, though it is actually a count for how many barrels are left. Players must smash the barrels as they land to gain 1000 points each, which adds up to 20,000 points if all are broken. This combined with the 30,000 point "perfect" bonus will award the maximum score of 50,000. Given no time limit, the round is much more of an endurance bonus game than a race against the clock as was the case for the previous round (occasionally, there is a tie breaker in this bonus stage to get 10000 each depending on how many tries it takes to hit a barrel on a 2 player basis).



The third stage features a pyramid made of oil drum cans set on fire. The player has to destroy it within 40 seconds, and oil drums will sometimes release fire, burning the player. There is always a draw when two players join in. It was replaced with a wall-of-brick smashing bonus game in the 16-bit ports. This bonus stage appears to be set in Zangief's stage, but outdoors. In regards to the story, most challengers end in the hospital.



# ENDING - RYU



As the award ceremony begins, the crowd can be heard whispering...  
“Where is the champion? Where is Ryu?”

Where is Ryu as his admirers chant his name?



Already seeking the next challenge. Ceremony means nothing to him.

The fight is all.

# ENDING - KEN



**“Ken!”**

**“Oh Eliza. What are you doing here?”**



**“I came here to find you so we can be together again.”**

**“Eliza...”**



# ENDING - CHUN LI



**“Father, your death is avenged.**

**Now that I have destroyed Bison, his drug will surely collapse.**

**Finally you can rest in peace...”**



**“And I can get back to being a young, single girl.”**

# ENDING - GUILLE



**“Hey Bison, remember me? Me and Charlie? Remember Cambodia?”**

**“I remember, Guile. You’re not the runt you were then.**

**Go ahead and kill me, quickly.”**

**“Honey stop!”**

**“Jane?!”**

**“Please dear. Killing Bison won’t bring Charlie back. It will simply make you a murderer, just like Bison. Please come home. Let’s start over.”**

**“But I deserted you!”**

**“Please daddy! Mommy and I still love you.”**

**“Amy? Is that my little Amy?”**



**“Would you like some tea. dear? ... Honey, what’s wrong?”**

**“Huh... oh, nothing sweetheart. I just feel like I’m waking up from a long nightmare. I love you Jane.”**

# ENDING - ZANGIEF



**“Comrade Zangief, you have made your country proud and shown that the Soviet spirit can overcome all obstacles. Now it’s time to celebrate in the appropriate Russian fashion.”**



**“Mr. President, you dance very well.”**  
**“Well, you know, it keeps me in shape. Come on!**  
**Everybody dance!”**



# ENDING - E. HONDA



**“So, my students, now you see what rewards may be reaped if the mind and body are in perfect harmony.”**



**“Do you think I will relax my discipline just because I have won?  
No! I will still train hard and I will still eat nabe!”**

**As Honda eats and chats with his disciples, everyone is in harmony,  
concentrating only on food and friendship.**

# ENDING - DHALSIM



“I can finally go home to my family.

I’ve been gone so long.”



3 years later...

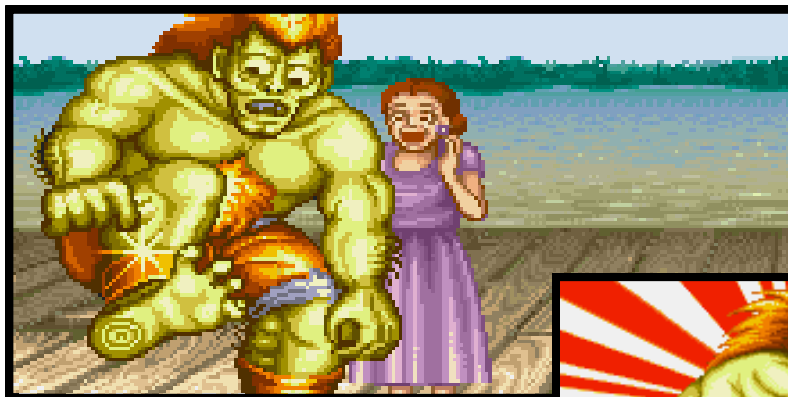
“Dad, what’s that picture?”

“”That’s just your dad in his past life.”

# ENDING - BLANKA



**“Jimmy...? Are you my long lost son, Jimmy?”**  
**“Who are you? Why would I be your son? My name’s Blanka.”**  
**“My son was lost in an airplane crash over Brazil**  
**when he was only a little boy.”**



**“Wait! That anklet...**  
**I gave that to you on your birthday!”**  
**“Mommy!”**  
**“Jimmy!”**

# STREET FIGHTER II



## CHAMPION EDITION

**Street Fighter II: Champion Edition** was released in April 1992, and is the first update to the game. The four boss characters from the first edition, **Balrog**, **Vega**, **Sagat**, and **M. Bison**, became selectable characters and a feature was added that allowed two players to select the same character, with one character being distinguished from the other with an alternate color scheme. Characters using their alternate color scheme have their names printed in blue below their lifebar. The number of opponents in the single-player mode increased to twelve due to the addition of clone matches. Some of the artwork was redrawn as well and the stages' backgrounds were recolored. Much of the gameplay was revised to balance the characters. From this edition onward, the maximum number of rounds was reduced to four.

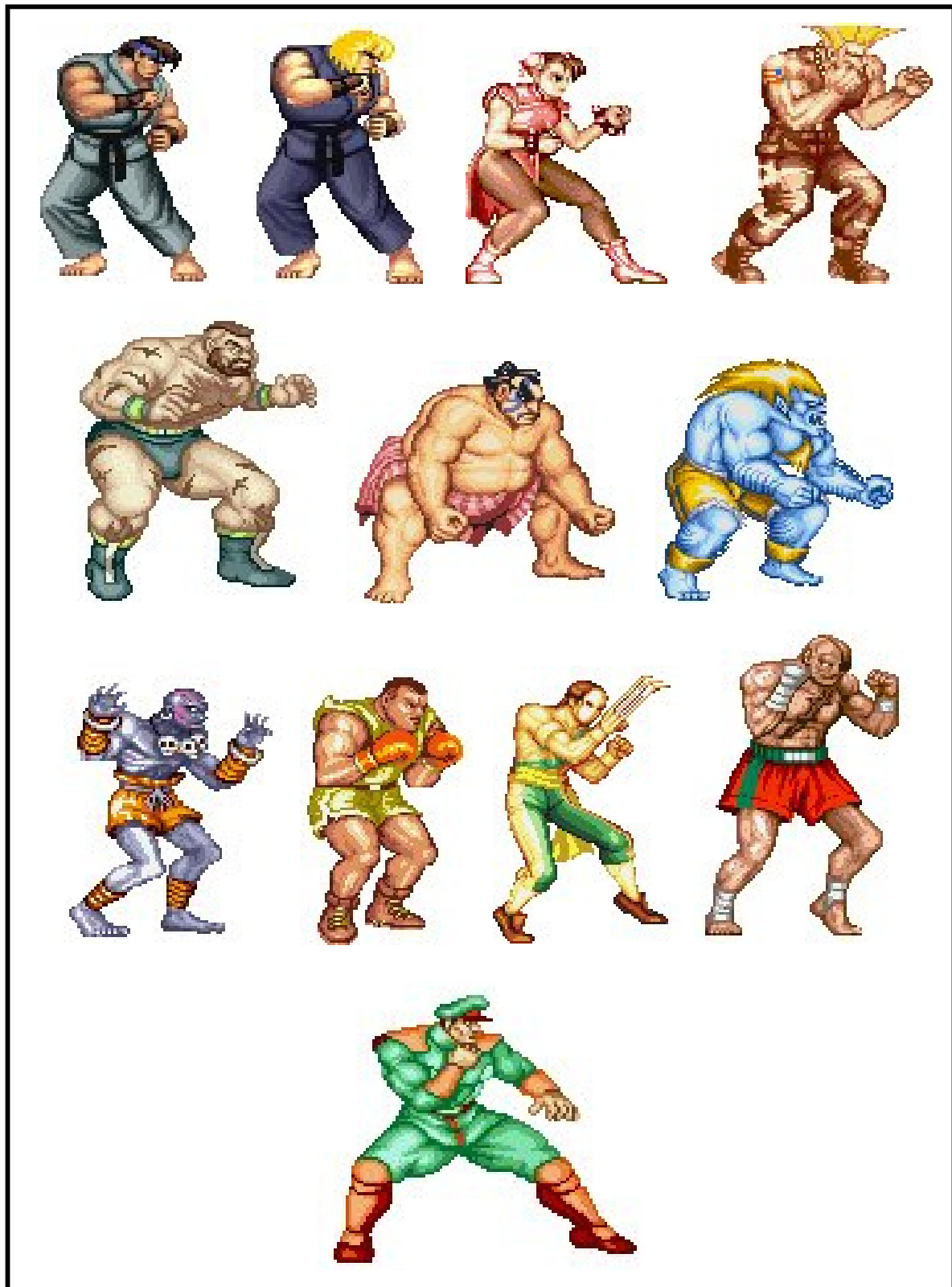




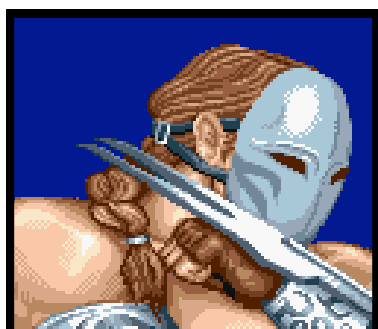
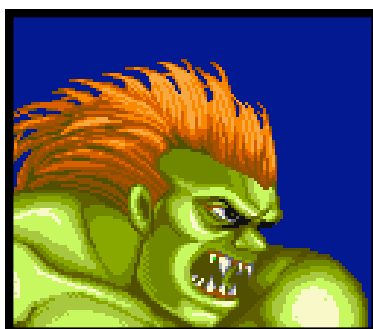
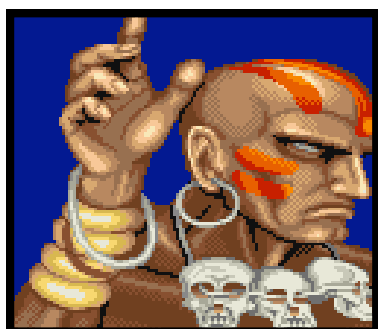
# CHANGES

- Both players are now able to select the same character simultaneously and play against each other as the same character.
- The second instance of a character is colored with an alternate palette, known as palette swapping.
- The stage backgrounds have also been touched up and recolored for a more dramatic look.
- The four previously unplayable bosses are now selectable by the player.
- The character select screen has been updated to allow the player to select the bosses, and each character has been given an updated portrait.
- The speed, damage, and priority of certain moves have been tweaked.
- Some character command attacks have been added or removed.
- Ken and Ryu have been tweaked to become slightly different characters. They no longer need to be identical since both players can choose one or the other if they like.
- Zangief and E. Honda have been given the ability to move while executing two of their special moves.













# ALTERNATE COLORS



# UPDATED PORTRAITS



# BALROG MOVESET

Name	Input
Head Bomber	Close,  or  +  or 
Dash Straight	  + 
Dash Upper	  + 
Turn Punch	Hold  or  and release

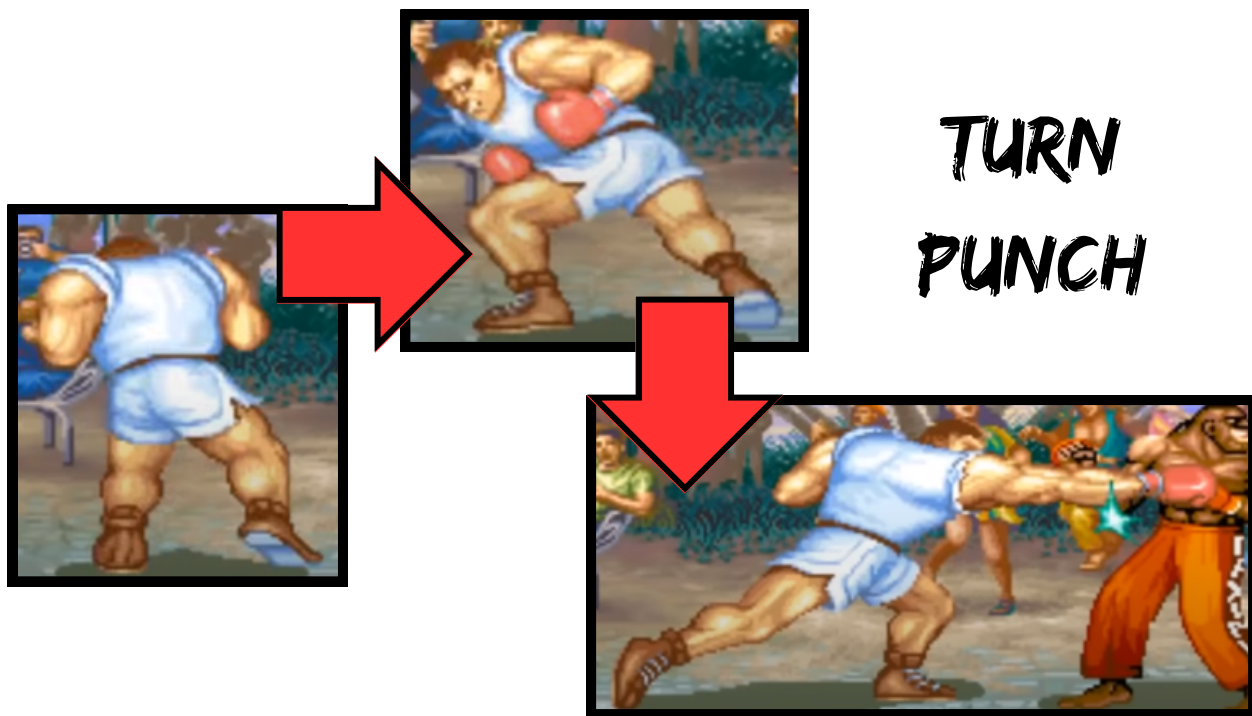
## DASH STRAIGHT



## DASH UPPER



## TURN PUNCH





# ENDING - BALROG



**“YAAHHHH!!... I’m number one!!”**

























**Shouting in a loud voice, a victorious Balrog thrusts out his bloody fists at the crowd. He remembers what he learned growing up in the ghetto:**

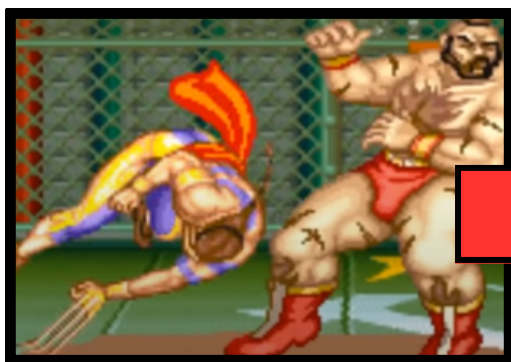
**“SOMETIMES ONLY THE POWER OF A MAN’S FISTS CAN SAVE HIS BUTT ON THE STREETS OF LIFE.”**

**This belief has made him the greatest fighter in the world.**

**Children all over the country once again may believe that the American dream is still alive.**

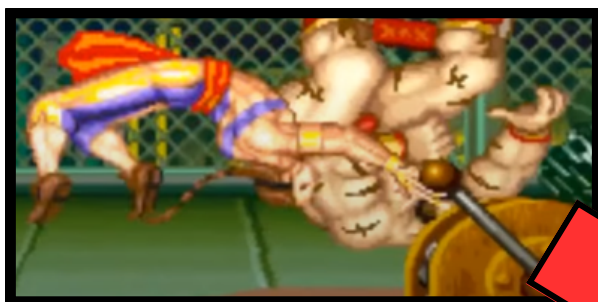
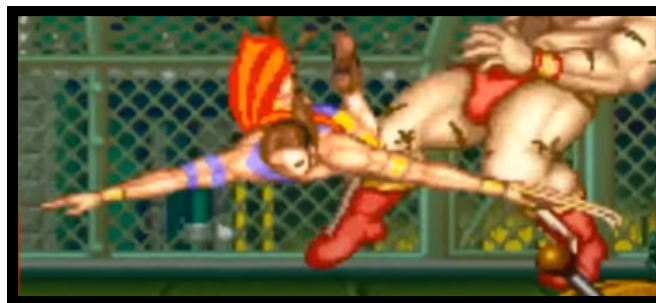
# VEGA MOVESET

Name	Input
Sankaku Tobi	Jump against a wall, press in opposite direction.
Rainbow Suplex	Close,  or  +  or 
Stardust Drop	  or  +  or 
Back Slash	 
Rolling Crystal Flash	  + 
Flying Barcelona Attack	  +  > 
Izuna Drop	  +  >  or  + 

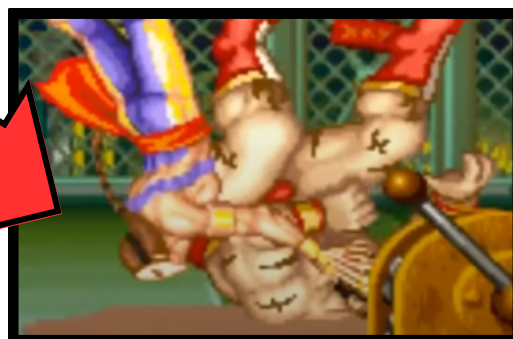


**ROLLING  
CRYSTAL  
FLASH**

**FLYING  
BARCELONA  
ATTACK**



**IZUNA DROP**



# ENDING - VEGA
















**“THIS WORLD EXISTS ONLY FOR THE BEAUTIFUL, SO NATURALLY ONLY A GORGEOUS HUNK OF A MAN LIKE ME COULD WIN!!”**

**Vega stands victorious, stroking his long blonde hair and adds calmly:**

**“THE UGLY DESERVE NO MERCY... SO I DESTROYED THEM ALL!!**

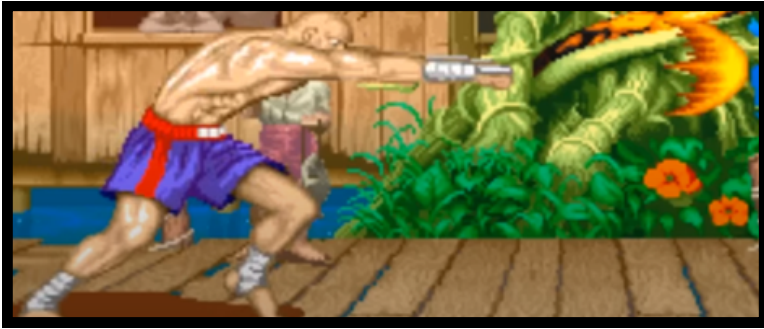
**HEE, HEE, HEE!”**

# SAGAT MOVESET

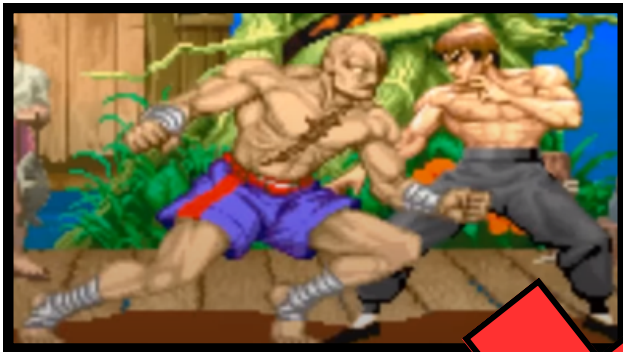
Name	Input
Tiger Carry	Close,  or  +  or 
Tiger Shot	 + 
Ground Tiger Shot	 + 
Tiger Uppercut	 + 
Tiger Knee Crush	  + 



## TIGER SHOT



## TIGER UPPERCUT



## TIGER KNEE CRUSH



# ENDING - SAGAT

















The new 'King of Street Fighters' looks around for the "Wandering Warrior" who is stronger than himself. He thinks:

"COME BACK RYU, GET TOUGHER AND LEARN WHAT IT IS TO BE A LOSER... TODAY MY GREAT SCAR SHOWS THAT I HAVE LEARNED AND OVERCOME... UNTIL THEN, I'LL BE WAITING!!"

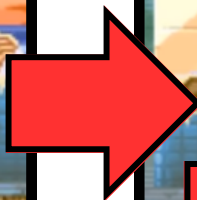
The title of the world's greatest fighter means nothing to him. It is the power of the fight and defeating a worthy opponent that he lives for.

Maybe he was born to be a fighter...

# M. BISON MOVESET

Name	Input
Deadly Throw	Close,  or  +  or 
Psycho Crusher	  + 
Double Knee Press	  + 
Head Press	  + 
Somersault Skull Diver	Press  after Head Press

# PSYCHO CRUSHER



HEAD  
PRESS

DOUBLE  
KNEE  
PRESS



# ENDING - M. BISON



Standing with his cape flowing behind him, the 'King of Destruction' watches as his armies rise up to take over the world.







Under the rule of his merciless fist, whole countries will be brought under his evil organization's control, bringing death and destruction to anyone who dares to oppose him.

Bison laughs and says:

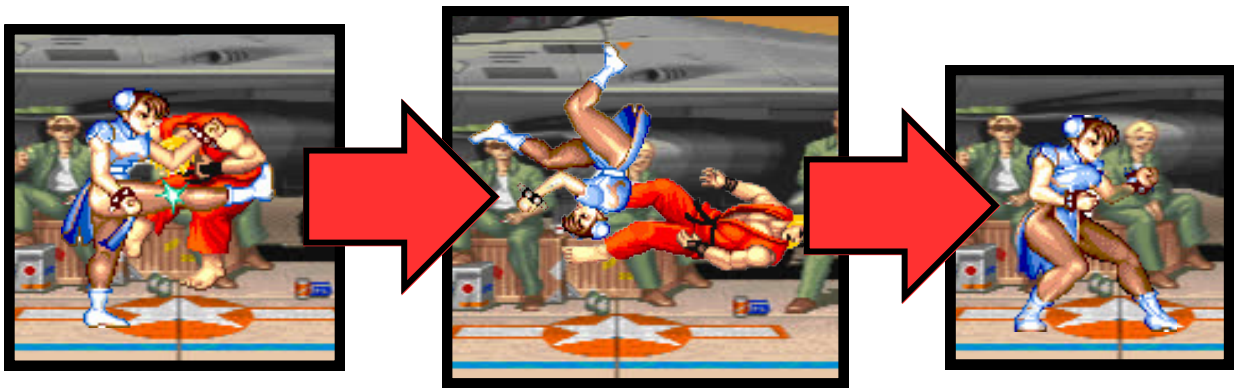
"THANKS TO YOU... THE WORLD IS MINE!!"



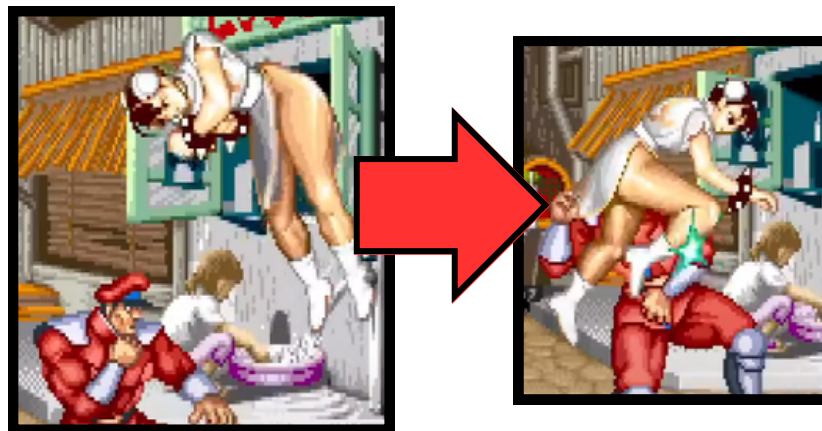
# NEW MOVES - CHUN LI

Kouhou Kaiten Kyaku	Close,  or  + 
Kaku Kyaku Raku	Close,  or  + 







## KOUHOU KAITEN KYAKU



## KAKU KYAKU RAKU



# NEW MOVES - ZANGIEF

German Suplex	Close,  or  + 
Thunder Fire Powerbomb	Close,  or  + 

## GERMAN SUPLEX



## THUNDER FIRE POWERBOMB

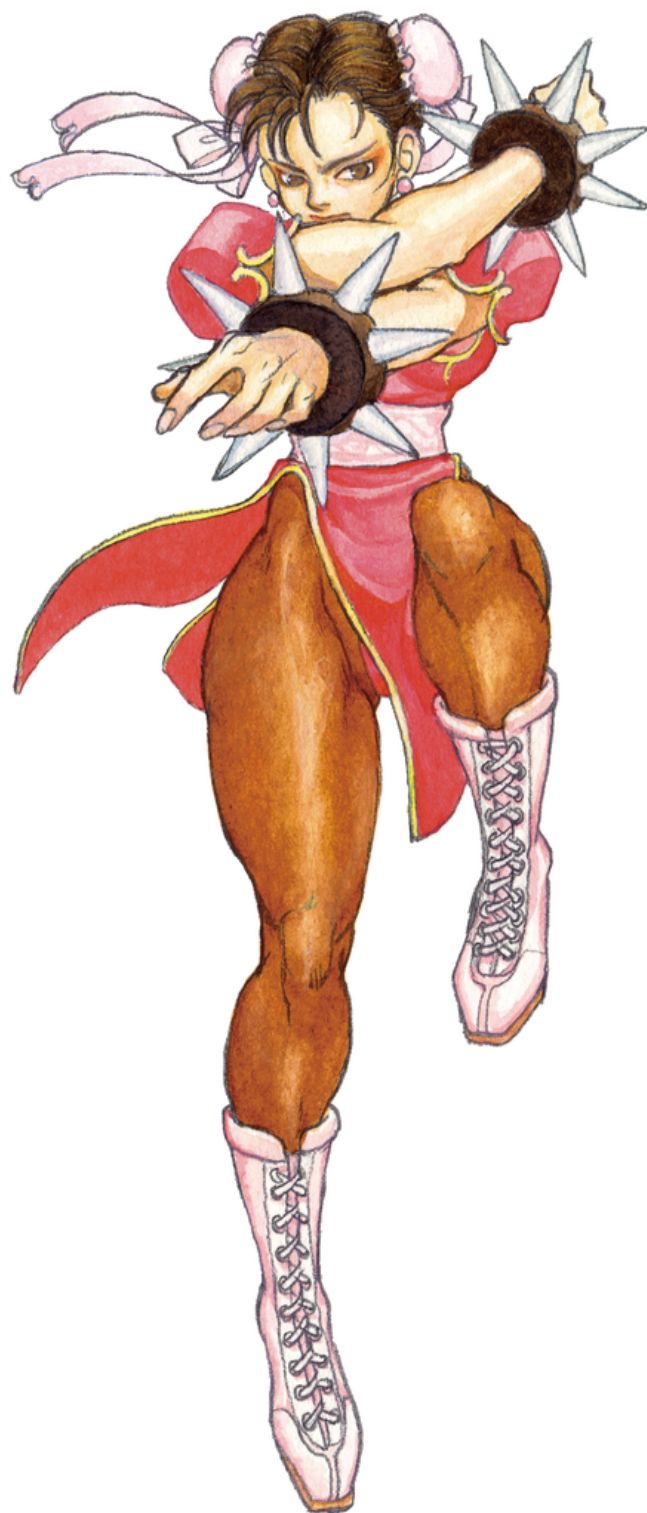


# NEW ARTWORK

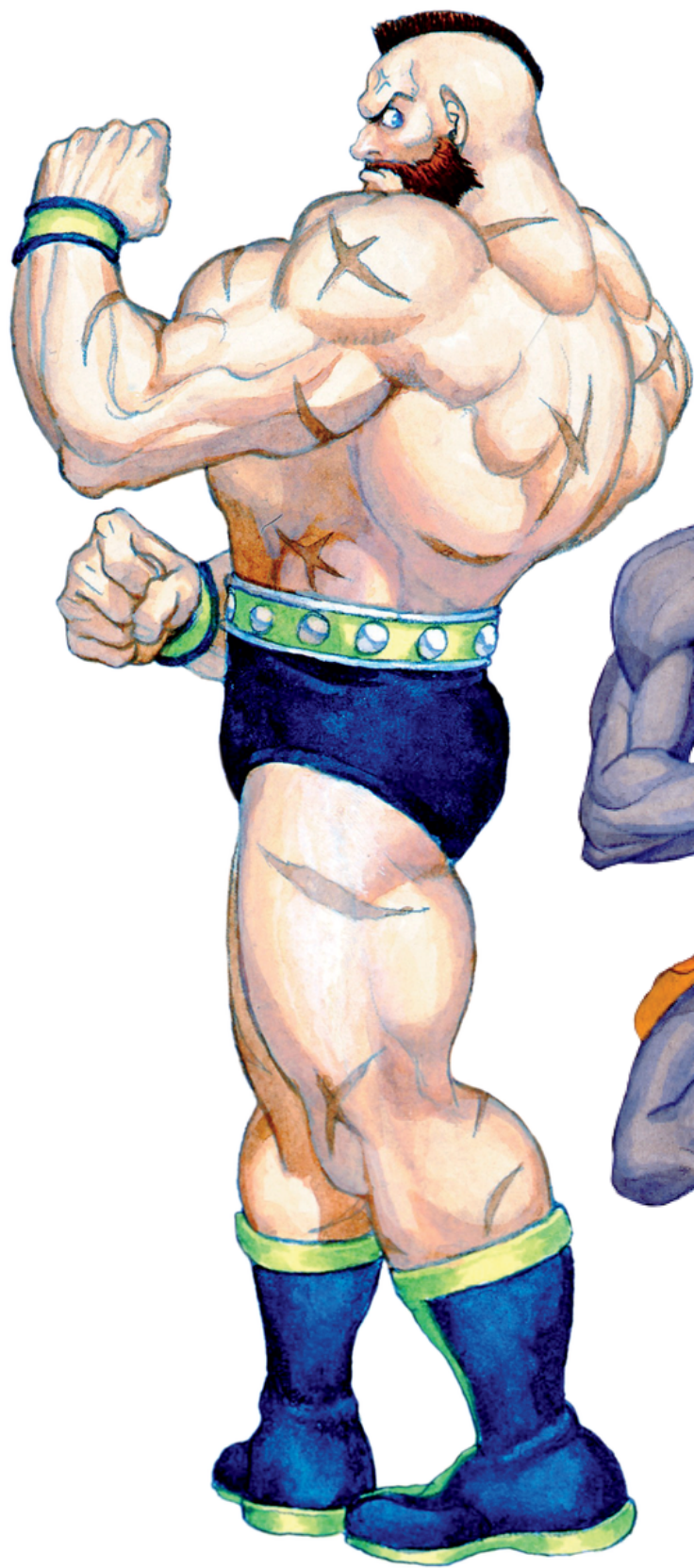








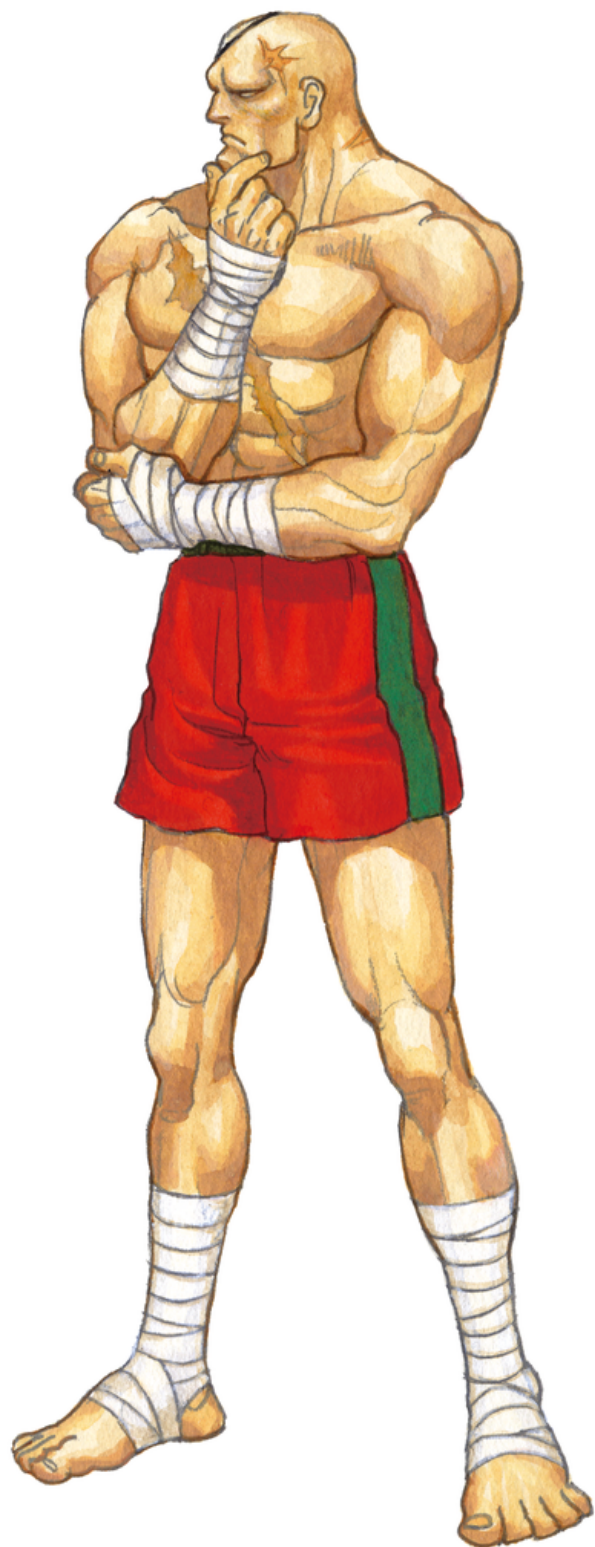


















# STREET FIGHTER II TURBO



**HYPER FIGHTING**



**Street Fighter II: Hyper Fighting**, officially known as Street Fighter II Dash Turbo in Japan, is the third game in the Street Fighter II sub-series of Street Fighter games following Street Fighter II: Champion Edition. Released in December 1992 (eight months after Champion Edition), Hyper Fighting increased the game speed and added new special techniques for some of the characters such as Dhalsim's Yoga Teleport and Chun-Li's Kikoken. All of the characters received new color schemes; the new scheme became the default scheme, with the original scheme available as the alternate for all characters except M. Bison, who still used his original scheme as the default and the new scheme as the alternate.



# CHANGES

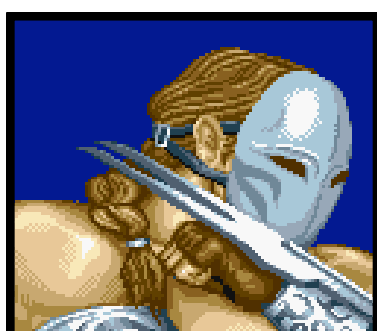
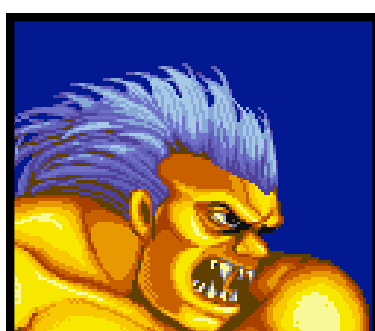
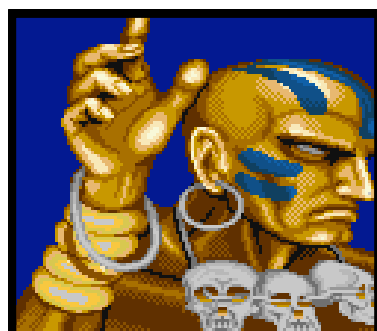
- Increased game speed: Hyper Fighting features faster playing speed compared to Champion Edition. As a result, the inputs for special moves and combos require more precise timing, leading to a smaller margin of error. The faster game speed also allowed players to get into battle quicker, as well as to counterattack quicker.
- New special moves: With the exception of Guile and the four Grand Masters (Balrog, Vega, Sagat, and M. Bison), each returning character was given at least one additional special move. These special moves were added to compensate for shortcomings that these characters had in previous editions. Other moves were also modified to allow for more balanced competition. For example, M. Bison can no longer trap his opponents into a corner with his Scissors Kick.
- New color palettes: Every character has a new alternate color palette instead of the ones they used in Champion Edition. With exception of M. Bison, each character's new color palette is selected by pressing any attack button, while the original color palette is selected by pressing Start.
- Single-player mode: The single-player mode and endings are identical to those of Champion Edition. However, there's an additional scene which shows the player character standing in first place on a victory stand between M. Bison in second place and Sagat in third place, unless the player is using Sagat or Bison himself (in such cases, Vega will appear standing in third place, while Sagat or Bison will stand in first place depending on who is being used by the player).

# NEW COLORS





# NEW PORTRAITS

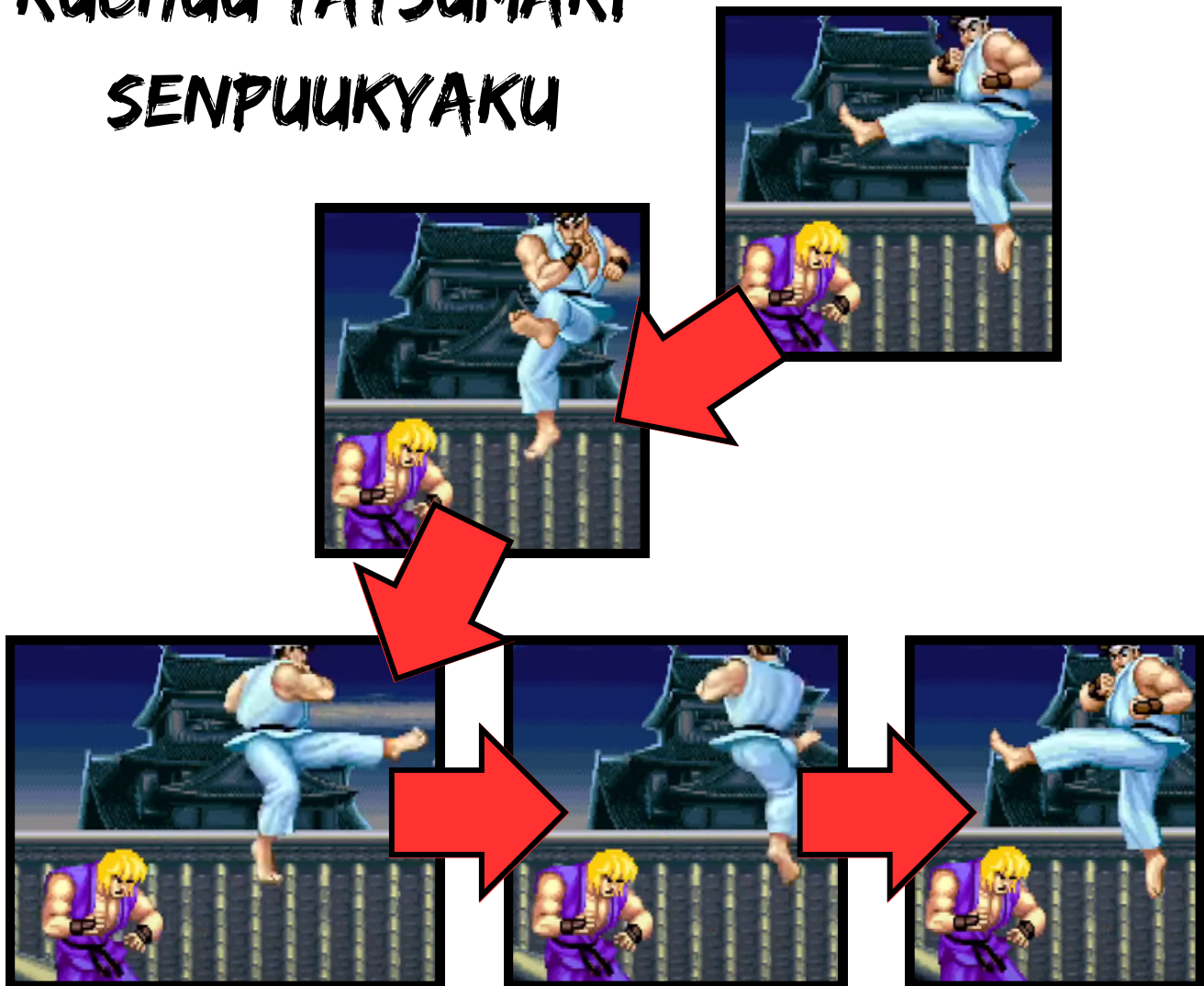


# NEW MOVES - RYU

Kuchuu Tatsumaki Senpuukyaku



## KUCHUU TATSUMAKI SENPUUKYAKU

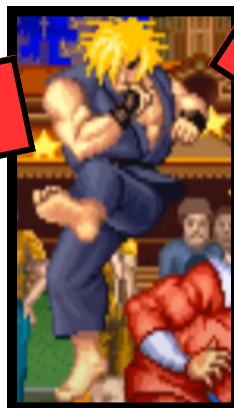
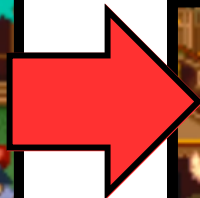
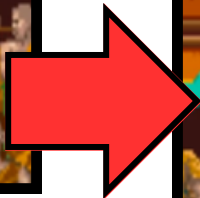


# NEW MOVES - KEN

Kuchuu Tatsumaki Senpuukyaku



## KUCHUU TATSUMAKI SENPUUKYAKU



# NEW MOVES - CHUN LI

Kikouken	
----------	--



## KIKOUKEN

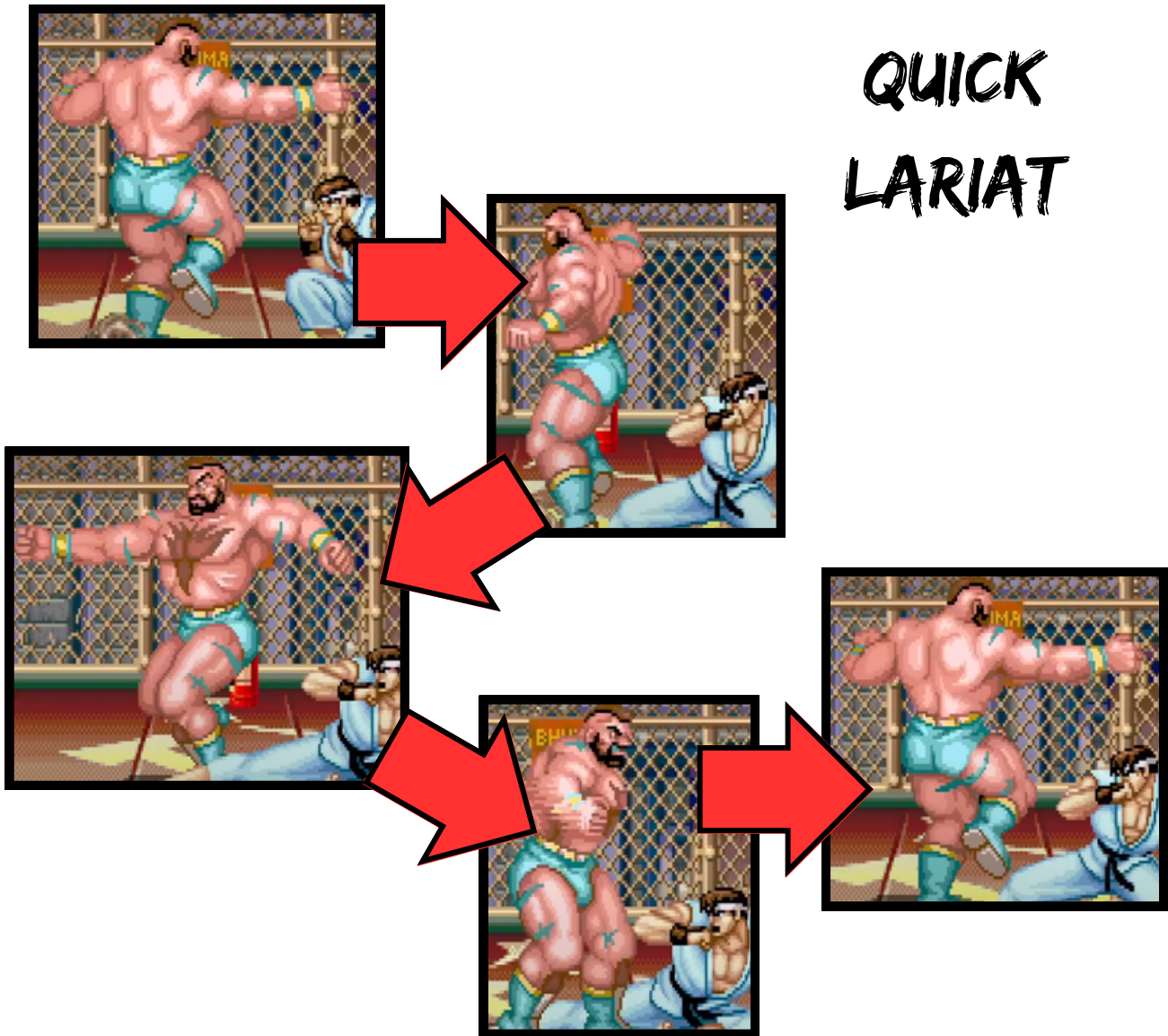


# NEW MOVES - ZANGIEF

Quick Lariat



QUICK  
LARIAT





# NEW MOVES - E. HONDA

Super Hyakkan Otoshi



**SUPER  
HYAKKAN  
OTOSHI**



# NEW MOVES - DHALSIM

Yoga Teleport Forward	 +  or 
Yoga Teleport Backward	 +  or 

YOGA  
TELEPORT



# NEW MOVES - BLANKA

Vertical Rolling	
------------------	--



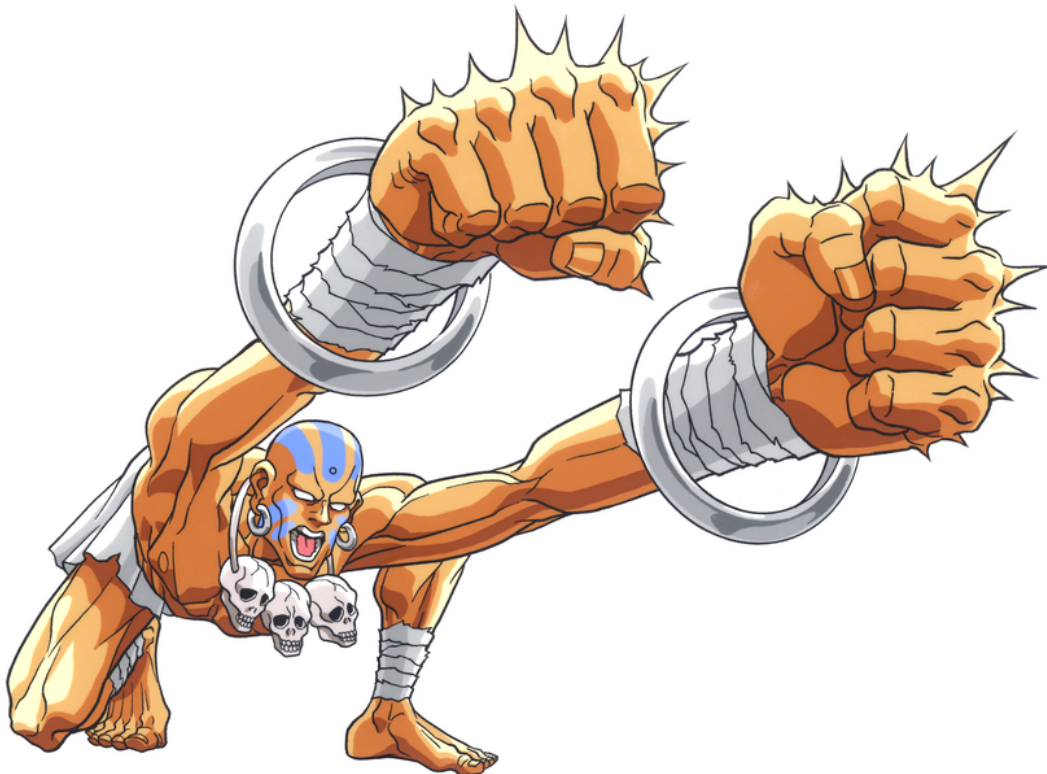
**VERTICAL  
ROLLING**



# NEW ARTWORK

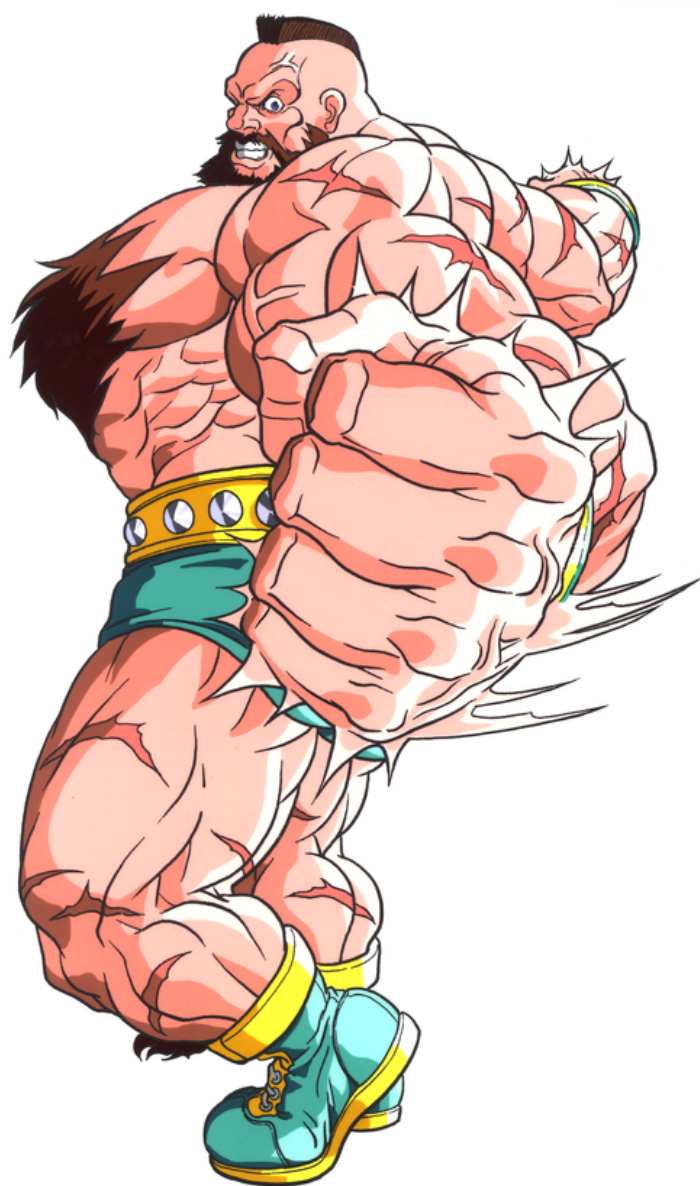




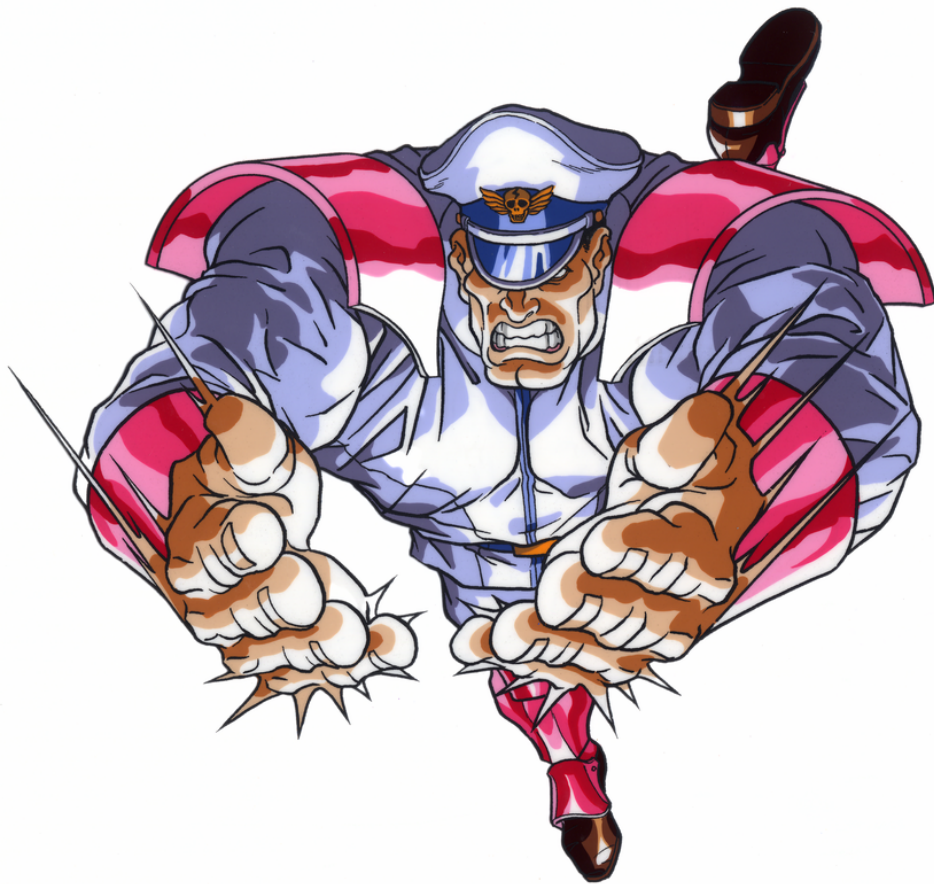
















# SUPER STREET FIGHTER II



## THE NEW CHALLENGERS



**Super Street Fighter II - The New Challengers** was released in October 1993. The fourth game in the Street Fighter II series, New graphics were drawn for the game, including an all new attract sequence. Characters received new animation frames for their attacks and win poses, and the four bosses received new animation frames for their basic attacks (Vega and Sagat for example, did not have actual jumping punches in previous versions). All of the audio was remade for the game as well.

In addition to the returning twelve characters from previous versions, Super also introduced four new selectable characters (**T. Hawk**, **Cammy**, **Fei-Long** and **Dee-Jay**), increasing the character roster to sixteen. Like in previous versions, players fight against eight opponents, now randomly selected, before facing the four bosses, for a total of twelve fights. Each character now has eight selectable color schemes: in addition to their regular colors, player can also select their characters in their Champion Edition and Hyper Fighting colors, or choose one of five new color schemes.











# CHANGES

- The game speeds returns to Champion Edition level.
- Four new characters have been added: Cammy, Dee Jay, Fei Long, and T. Hawk.
- Up to eight costume palettes have been provided for the characters. The colors can be changed by selecting a character with either an attack button, the start button, or holding a button down until the color changes.
- The differences between Ken and Ryu are so pronounced that they have slightly different moves. Ryu gains a red fireball while Ken's strongest dragon punch has flames. Both of these attacks burn the opponent.
- The announcer and some of the characters have new voices. The artwork for the stage backgrounds were also redrawn.
- Every original character has been given new abilities.
- In addition to the standard single and two-player game modes, Super Street Fighter II also features an exclusive eight-player single-elimination tournament mode dubbed Tournament Battle. This mode is only available when four Super Street Fighter II arcade game cabinets are connected together and all of them configured to "Tournament" mode.

# NEW COLORS









**RYU**

			
Jab	Strong	Fierce	Start
			
Short	Forward	Roundhouse	Hold P or K









**KEN**

			
Jab	Strong	Fierce	Start
			
Short	Forward	Roundhouse	Hold P or K









## CHUN LI

			
Jab	Strong	Fierce	Start
			
Short	Forward	Roundhouse	Hold P or K








## GUILE

			
Jab	Strong	Fierce	Start
			
Short	Forward	Roundhouse	Hold P or K

## ZANGIEF


			
Jab	Strong	Fierce	Start
			
Short	Forward	Roundhouse	Hold P or K

## E. HONDA

			
Jab	Strong	Fierce	Start
			
Short	Forward	Roundhouse	Hold P or K











## DHALSIM

			
Jab	Strong	Fierce	Start
			
Short	Forward	Roundhouse	Hold P or K









## BLANKA

			
Jab	Strong	Fierce	Start
			
Short	Forward	Roundhouse	Hold P or K









# BALROG

			
Jab	Strong	Fierce	Start
			
Short	Forward	Roundhouse	Hold P or K

# VEGA

			
Jab	Strong	Fierce	Start
			
Short	Forward	Roundhouse	Hold P or K









# SAGAT

			
Jab	Strong	Fierce	Start
			
Short	Forward	Roundhouse	Hold P or K








# M. BISON

			
Jab	Strong	Fierce	Start
			
Short	Forward	Roundhouse	Hold P or K

# CAMMY









			
Jab	Strong	Fierce	Start
			
Short	Forward	Roundhouse	Hold P or K

# FEI LONG









			
Jab	Strong	Fierce	Start
			
Short	Forward	Roundhouse	Hold P or K



## T. HAWK

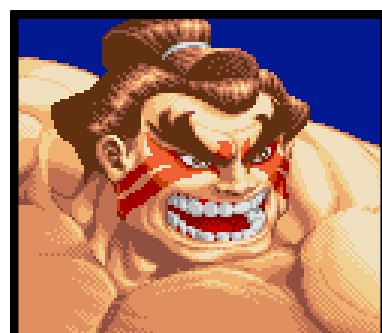
			
Jab	Strong	Fierce	Start
			
Short	Forward	Roundhouse	Hold P or K

## DEE JAY

			
Jab	Strong	Fierce	Start
			
Short	Forward	Roundhouse	Hold P or K



# NEW PORTRAITS



# CAMMY



Currently an agent of British Intelligence, Cammy was found suffering total memory loss near a British military installation. Taken in by British Intelligence, Cammy underwent Special Forces training and quickly rose to the head of the class. Now working undercover in the World Warrior Tournament, Cammy is about to learn the truth about her startling past.

**Height:** 5'5"

**Weight:** 101 lbs.

**Nationality:** British














**Date of Birth:** 1-6-1974

**Fighting Style:** Special Forces



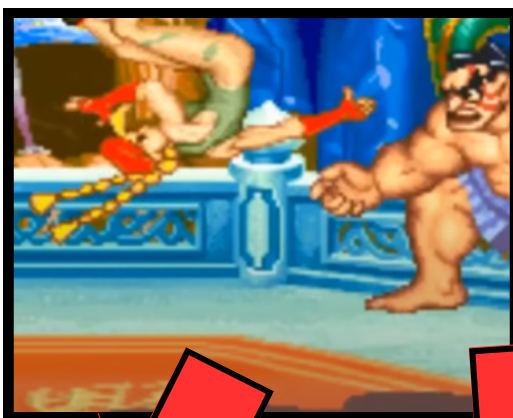


# MOVE LIST

Name	Input
Hooligan Suplex	Close,  or  + 
Frankensteiner	Close,  or  + 
Air Frankensteiner	  or  +  or 
Flying Neck Hunt	  or  +  or 
Spiral Arrow	 + 
Cannon Spike	 + 
Axle Spin Knuckle	 + 



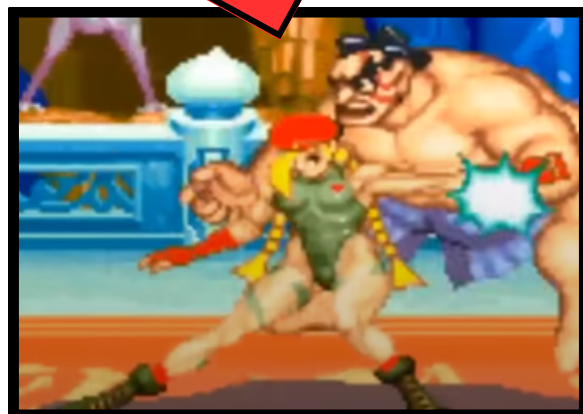
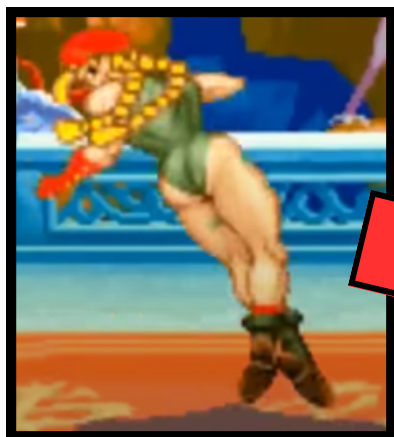
**SPIRAL  
ARROW**



**CANNON  
SPIKE**







**AXLE SPIN  
KNUCKLE**

# FEI LONG



After seeing his first martial arts movie at an early age, Fei Long dedicated himself to learning the art of Kung Fu. When he was younger, he dreamed of becoming a movie star, but now he follows a different path. Honor and discipline are now his only focus and he has entered the tournament to test himself and his skills against the greatest warriors in the world.



**Height:** 5'8"

**Weight:** 132 lbs.

















**Nationality:** Chinese

**Date of Birth:** 4-23-1969

**Fighting Style:** Kung Fu



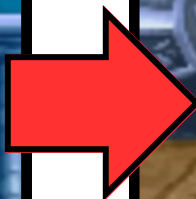
# MOVE LIST

Name	Input
Gankai Hou	Close,  or  +  or 
Shuu Kubi Kari	Close,  or  + 
Chokka Raku Shou	 or  + 
En Geki Shuu	 + 
Rekka Ken	 +  (Perform 3 times)
Shien Kyaku	 + 

## REKKA KEN



## SHIEN KYAKU





# T. HAWK
























After his homeland was taken from Shadowloo, T. Hawk and his family were moved to Mexico. Now he has vowed to regain his homeland and destroy Bison. Using his huge size and powerful Native American wrestling techniques, T. Hawk has advanced to the World Warrior Tournament and has set his sights on destroying Bison.

**Height:** 7'7"  
**Weight:** 357 lbs.  
**Nationality:** Native American  
**Date of Birth:** 7-21-1959  
**Fighting Style:** Thunderfoot





# MOVE LIST

Name	Input
Mexican Throw	Close,  or  + 
Neck Hanging Tree	Close,  or  + 
Elbow Stomping	Close,  or  + 
Thrust Beak	 or  + 
Heavy Shoulder	 + 
Heavy Body Press	 + 
Condor Dive	
Tomahawk Buster	 + 
Mexican Typhoon	 + 

## CONDOR DIVE



## TOMAHAWK BUSTER





**MEXICAN  
TYPHOON**



# DEE JAY



Trained as a kickboxer in Jamaica, Dee Jay's first love is his music. Over the years, Dee Jay has even integrated the beat of his music into his fighting style. Together his music and his kickboxing have formed a unique style which Dee Jay thinks will lead him to the top of the charts and to the top of the World Warrior Tournament.



**Height:** 6'

**Weight:** 203 lbs.







**Nationality:** Jamaican

**Date of Birth:** 10-31-1965

**Fighting Style:** Kickboxing



# MOVE LIST

Name	Input
Funky Shout Throw	Close,  or  + 
Monkey Flip	Close,  or  + 
Knee Shot	 + 
Air Slasher	  + 
Double Rolling Sobat	  + 
Machine Gun Upper	  +  ,  + 



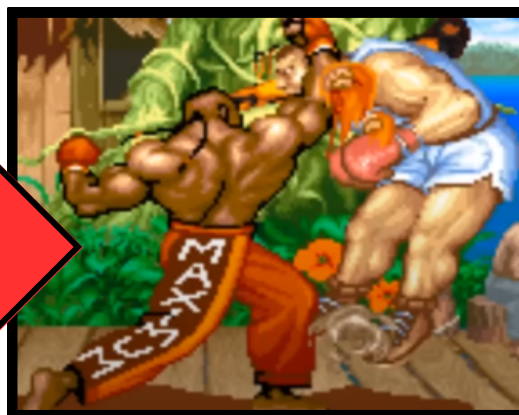
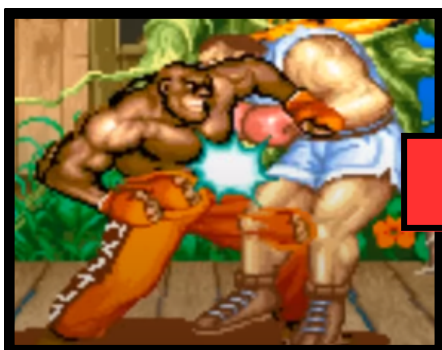
**AIR SLASHER**



**DOUBLE ROLLING SOBAT**



**MACHINE GUN UPPER**



# NEW MOVES - RYU

Shakunetsu Hadouken	
---------------------	--



## SHAKUNETSU HADOUKEN





# NEW MOVES - GUILLE








Spinning Back Knuckle	
-----------------------	--

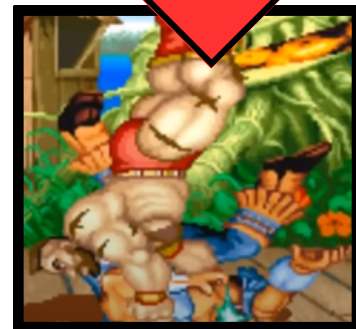
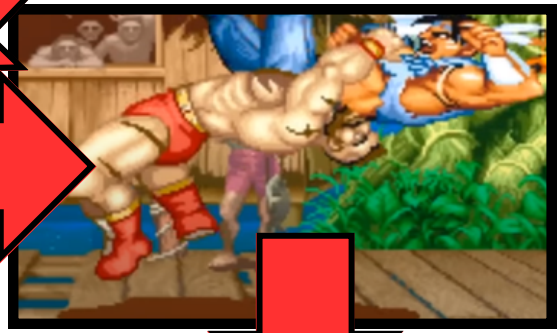


## SPINNING BACK KNUCKLE



# NEW MOVES - ZANGIEF

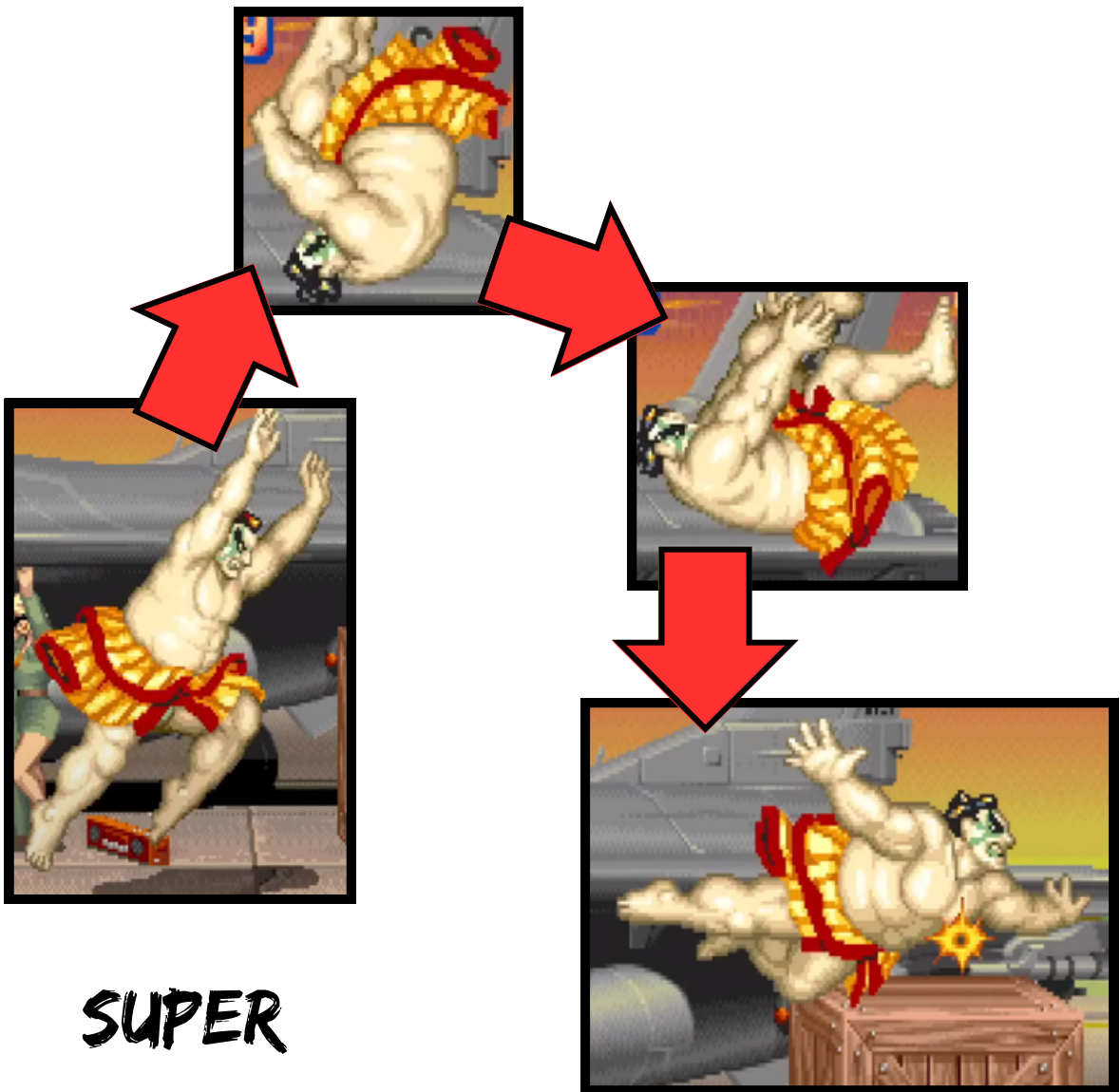
Double Knee Drop	AIR  +  or 
Flying Power Bomb	 + 
Atomic Suplex	Close,  + 



**ATOMIC SUPLEX**

# NEW MOVES - E. HONDA

Flying Sumo Press



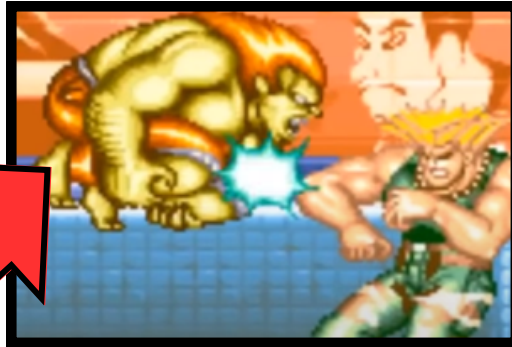
**SUPER  
HYAKKAN OTOSHI**

# NEW MOVES - BLANKA

Backstep Rolling



BACKSTEP  
ROLLING



# NEW MOVES - BALROG

Buffalo Headbutt





**BUFFALO  
HEADBUTT**





# NEW MOVES - VEGA

Short Back Slash	
Sky High Claw	

## SKY HIGH CLAW



# NEW MOVES - M. BISON

Devil Reverse	
---------------	--



## DEVIL REVERSE



# NEW STAGES

## FRASERBURGH CASTLE



**Cammy's** stage is set in the English countryside, in the county of Northumberland in the far North East. The fight takes place on the stone bridge of an old castle. The Northern Lights can be seen in the night sky. There are three ravens positioned on the bridge and watching the spectacle: one on the far left, one in the middle and one in the right. In the distant background, there is a white manor, presumably UK's Intelligence headquarters, with some distant hills and a lake with a small river running through the area. Some houses can be spotted in the woods surrounding the lake.

## HAW PAR VILLA



**Fei Long's** stage is set in Hong Kong, and is based on the Tiger Balm Garden of Haw Par Mansion, which is likely the building seen in the background. The arena itself is balcony of sorts that overlooks a cliffside beneath the mansion. Two dragons and a phoenix, possibly statues, sit along the cliff, and will move and roar at the end of each bout.



# HOSPICIO CABAÑAS



**T. Hawk's** stage features the Hospicio Cabañas in Guadalajara, Mexico, one of the oldest and largest orphanage and hospital complexes in the Americas. Of to the side there are people watching the match dressed in Aztec clothing. It is unknown what kind of relationship T. Hawk has with this location.



# THE LEMONY



**Dee Jay's** stage, the Lemony is a beach side establishment located on the shores of Kingston, Jamaica. A restaurant with many features, including a cafe and a bar, its coastal location and scenic tropical paradisaical backdrop helps to draw attention to its main attraction of being a performance hall for on tour musicians and dancers, making it an extremely popular and unmissable tourist destination. Dee Jay occasionally frequents the Lemony as a place to lounge and relax, or to dance and party away. He is good friends with the Lemony's owner, as he used to work here before his rise to stardom as a dancer.

# NEW ENDING - CHUN LI

Chun Li's ending has been altered from its original appearance. The player is now given the chance to decide Chun Li's future:

**1.** "Get back to the exciting life of a young, single girl."



"Hey! That girl is too hot for a putz like you! She belongs with a stud like me!"

"I belong to no one! Next time, show a little respect when talking to a champion."

"I'm sorry! I didn't recognize you! You're the new champion, Chun Li! Forget an autograph! You have a kick that I'll always remember."

"Let's go. I guess he had to learn the hard way."

"Y...yes...let's go..."

**2.** "Continue being a detective."



"So you came here alone? You must be stupid!"

"Don't mess with me, I'm a detective!! Surrender now or feel the power of my deadly kick."

"Everyone run! It's her!"

"No one can escape from my mighty legs! Be good boys and give up and I may not hurt you."

# NEW ENDING - BALROG



**“I made it!  
I’m the strongest fighter in the world!!!”**

**Believing in his ability and strength, Balrog finally made his dream of  
being number one come true.**

**“Only in America baby!!!”**

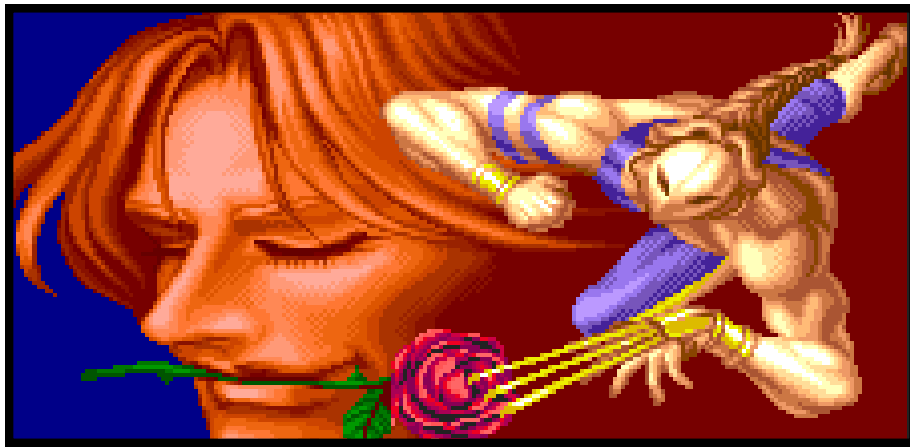


**“Now this is the life...  
Ya know what I’m saying?”**

# NEW ENDING - VEGA



**“HA HA HA! Now I’m the grand champion...  
Not to mention the most beautiful fighter on the planet earth!”**



**Back at his mansion, Vega continues to praise  
himself on his victory and beauty.**

**Perhaps he is the world’s biggest narcissist.**

**“ Who’s next?!”**

# NEW ENDING - SAGAT



**“The title of ‘World’s Strongest.’ This is not the first time I have held it.  
Last time I lost it to a mere boy but never...”**



**Deep down Sagat knows that Ryu is more than just a lucky boy.**

**The great scar on his chest reminds him every day of just how much  
untapped power Ryu has!**

**“No! I will not underestimate Ryu again.**

**Next time we meet, one of us will not survive!!!”**



# NEW ENDING - M. BISON



**“No one is left to interfere with my scheme now.  
Not even the ‘Ancient One’ was brave enough to challenge me.**

**The world is mine!!”**



**Under Bison’s rule, the world was wrapped  
in the darkness of one man’s evil.**

**M. Bison, the King of Chaos...**

**Will anyone ever defeat this evil scum bag???**

# ENDING - CAMMY



**“Tell me about my past, Bison!”**

**“How could you forget me Cammy?  
Don’t you remember? I...”**

**“All I remember is that you set me up and tried to kill me, but only  
succeeded in scarring my face! How could you do this to me?”**

**“I had feelings for you! I did not try to kill you! You had an unfortunate  
accident and lost your memory! Don’t you remember? We were in love!”**

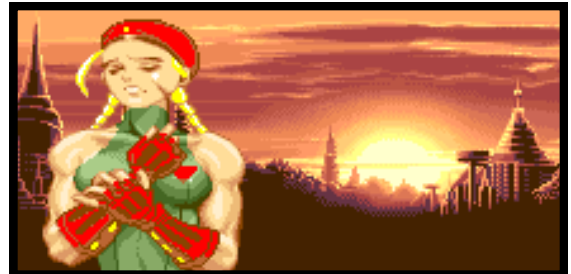
**“No! This can’t be possible! I couldn’t  
fall in love with a man like you!”**

**“Our mission has been completed.  
Let’s go home.”**

**“Wait! If what he says is true, I’m  
not the person I thought I was!”**

**“Don’t believe that slime ball,  
Cammy!! No one could love a loser  
like him.”**

**“You’re right! Now Bison can be  
scarred with the nightmare of  
defeat! Let’s go home guys!”**



# ENDING - FEI LONG

**“You’re great!**

**I’ve never seen combos like that! I’d like to get that Four Fierce Re-dizzy Combo on film! I can make you a star!”**



**“No thanks! There could never be another legend like the Great One and his son!” I will honor their memory by training harder for the real fight so someday I can pass on my knowledge.”**



**There are millions of martial arts students around the world. The memory of the greatest teacher the art has known lives on as students train around his monument from morning to night...**

**Perhaps Fei Long is with them.**

# ENDING - T. HAWK



**“You drove my people from their  
homeland! WHY!?”**

**“Because I can take whatever I want...  
Even you can do nothing about that!**

**“Wrong Bison! I know how to deal  
with trash like you.”**

**“Here is my homeland.**

**Here is where I belong!”**

**Under his eyes spread the  
desolate plain. No sign of  
life can be seen anywhere.**

**But he feels his sacred  
blood boiling deep within  
his heart.**

**“I’ll reconstruct this place  
at all costs. No one will  
ever disgrace my land and  
people again!**

**I swear upon the honor and  
blood of our tribe!**



# ENDING - DEE JAY



**“I got it! This is it! Got the two-in-one rhythm I’ve been looking for!**

**Check it out.**

**Knocked him down... Kissin the ground!  
Combo’d that punk - ya Bison’s a clown!”**



**With a flare for outrageous action and lyrics,  
Dee Jay went on to create a new kid of music.**

**“This new song is jammin’.”**

**“Dee Jay is so cool!”**

**The stadium is packed wherever he plays.**



# NEW ARTWORK















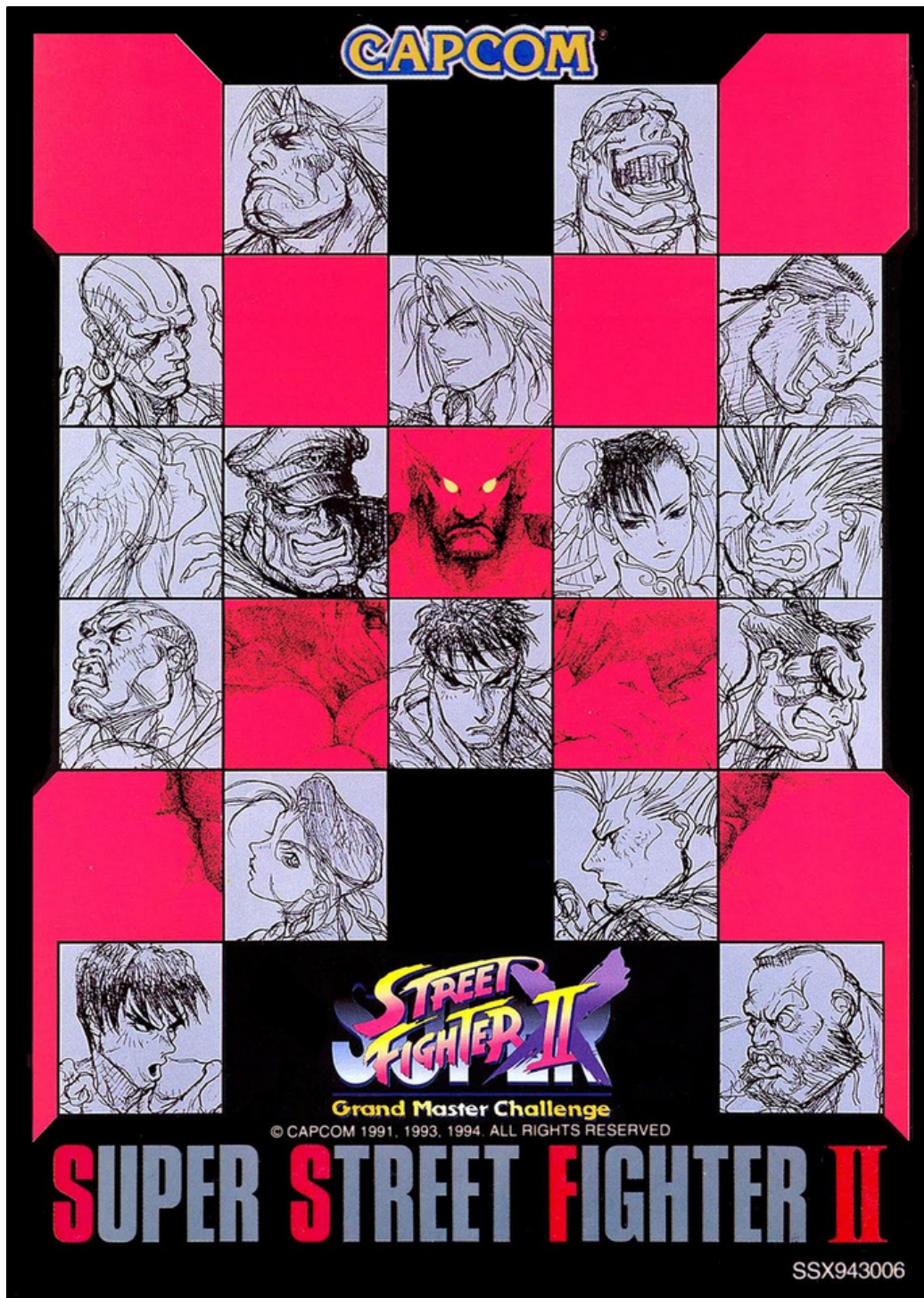








# SUPER STREET FIGHTER II



TURBO

**Super Street Fighter II Turbo**, known in Japan as **Super Street Fighter II X - Grand Master Challenge**, was released in March 1994. The main new feature in Super Turbo is the ability to perform a new type of special move called "Super Combos", with one available for each character. A Super Combo is a special move, usually a more extensive and effective upgrade of each character's standard special move by delivering more hits, that can only be performed by filling out the Super Combo gauge. The Super Combo gauge is filled as the player performs regular and special moves against their opponent, which will be emptied again once a Super Combo is performed. When an opponent is defeated with a Super Combo, the background will flash yellow and red.

Other additional features are added to the gameplay in Super Turbo such the ability to "juggle" or perform a combo against an opponent falling in the air. This can be done by connecting an air combo-capable attack with another air combo attack or with a Super Combo (and vice versa). The player can also escape from a throwing or holding attack and make a safe fall, reducing the damage from the attack. Finally, as indicated by the name, Super Turbo returns to the gameplay pace of Hyper Fighting after the slower gameplay of Super Street Fighter II.



# CHANGES

- The game is sped up again in comparison to Super, but the player is given the chance to select from 3 different speeds to control the pace of the game.
- A secret character, Akuma, will come out and fight you at the end of the game instead of M. Bison if you have met the criteria (which generally consists of exceptional playing) needed to encounter him.
- The secret character Akuma is also selectable by a special code, but the selectable version of Akuma is weaker than the CPU-controlled version.
- Every character (with the single exception of Akuma) now has a Super Combo gauge that grows as the player attacks and gets attacked, until it fills up, at which point the player may access a unique and powerful super special move.
- Every character has been given new abilities in addition to their Super Combos.
- If the player desires to use the Super Street Fighter II version of a character, they can do so by entering a code while selecting the character.

# NEW FEATURES

## SUPER COMBOS

A Super Combo is a type of special move, usually a more powerful version of a character's special move, that can be performed only under a certain condition and will strike an opponent multiple times.

Each player has a Super Combo gauge at the bottom of the screen which is filled up while the character performs their basic and special techniques against the opponent. When the Super Combo gauge is filled, the gauge will be replaced with the word "SUPER". The player will then be able to perform their Super Combo technique by inputting the specific command, which will then reset the Super Combo gauge back to zero. If an opponent is defeated with a Super Combo, then the background will flash red and yellow.

## AIR COMBOS

Unlike the Juggle Combo, where the opponent is held up in the air by successive hits, the character performing an Air Combo does not remain standing on the ground, but rather uses the first hit of the combo (usually called the "launcher") to propel his opponent into the air and jumps in pursuit to continue hitting in close proximity throughout the duration of the jump. Those following hits will often give the opponent additional air momentum to keep being juggled longer, and lighter characters who are less affected by gravity, such as Dhalsim, are often able to sustain longer air combos.

## **EXTRA CHARACTERS**

Super Street Fighter II Turbo allows players to play as versions of characters from the original Super Street Fighter II (officially dubbed "Super characters") in addition to their regular counterparts in the game by inputting a code for each character. The character would play as they would in Super Street Fighter II, with subtle differences. For example, "Super" Sagat in Super Turbo can now cancel his short kick into any special move, whereas in Super Street Fighter II, he couldn't.

This method has its strengths and weaknesses. "Old" characters cannot perform the Super Combo moves and they cannot fall safely from a throw. On the other hand, some features are beneficial, such as "Super" Ken's and "Super" Ryu's brief invulnerability when performing their Dragon Punch, hindering the move from being cancelled out by getting hit.

## **AKUMA'S INTRODUCTION**

Super Street Fighter II Turbo also saw the introduction of the series' first hidden character, Akuma, known as Gouki in Japan. Should the player succeed in defeating all eight preliminary opponents, as well as Balrog, Vega, and Sagat without using any continues and achieve a high score or reach the final match in less than 25 minutes, Akuma will reveal himself.

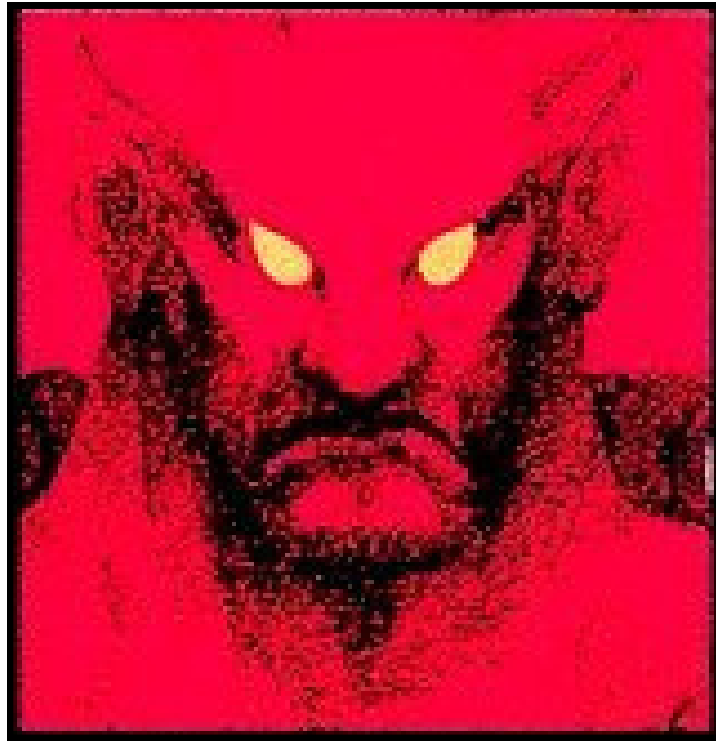
Once the player reaches M. Bison, Akuma will warp in at the start of the round and dispose of him. There is no name on Akuma's life gauge; the portrait is completely black and the background music changes to Akuma's theme music.

## **PLAYING AS AKUMA**

Akuma can be selected by the player by inputting a certain code at the player select screen. To select him, the player must highlight Ryu for three seconds, then go to T. Hawk for three seconds, then Guile for three seconds, then Cammy for three seconds, and then go back to Ryu, wait three seconds, and hit the Start Button and all three Punch buttons at once, and Akuma will now be playable.

However, the player-controlled Akuma is dramatically weaker than the CPU version, including some differences in attacks - CPU Akuma can throw two Hadokens in midair, whereas player-controlled Akuma can only throw one. There are also major differences in attack strength and priority, and player stamina, but overall still more "powerful" than the other characters. There is no way to play as the superior CPU version in the original port.

# AKUMA



Akuma (Gouki in Japan) originally appeared in Super Street Fighter II Turbo as a secret character and hidden boss. He has red hair, wears prayer beads around his neck, and wears a black gi (occasionally displayed as blue in artwork). The kanji 'ten' (天) - meaning "sky", "heaven", or "providence" - can be seen on his back when it appears during certain win animations.

Akuma has the same moves as Ryu and Ken, only much faster and more damaging. To compensate for these advantages, Akuma is usually saddled with extremely low stamina. Unlike every other world warrior, Akuma has no Super Meter in Super Street Fighter II Turbo, and therefore, no access to super moves.



**Height:** Unknown

**Weight:** Unknown





























**Nationality:** Japanese

**Date of Birth:** Unknown

**Fighting Style:** Unknown



# MOVE LIST

Name	Input
Seoi Nage	Close,  or  +  or 
Tomoe Nage	Close,  or  +  or 
Gou Hadouken	 + 
Zankuu Hadouken	  + 
Shakunetsu Hadouken	 + 
Gou Shoryuken	 + 
Tatsumaki Zankuukyaku	 + 
Kuuchuu Tatsumaki Zankuukyaku	  + 
Ashura Senkuu Forward	 +  or 
Ashura Senkuu Backward	 +  or 

**GOU HADOUKEN**



**SHAKUNETSU  
HADOUKEN**



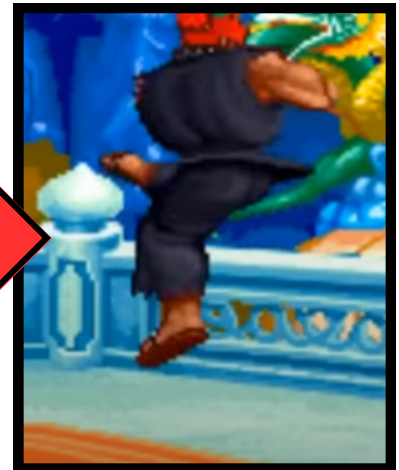
**ZANKUU  
HADOUKEN**



**GOU  
SHORYUKEN**




# TATSUMAKI ZANKUUKYAKU



# ASHURA SENKU



# NEW MOVES - RYU

Sakotsu Wari	
Mizoochi Kudaki	
Shinkuu Hadouken	

**SUPER COMBO:**

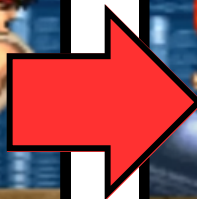
**SHINKUU HADOUKEN**





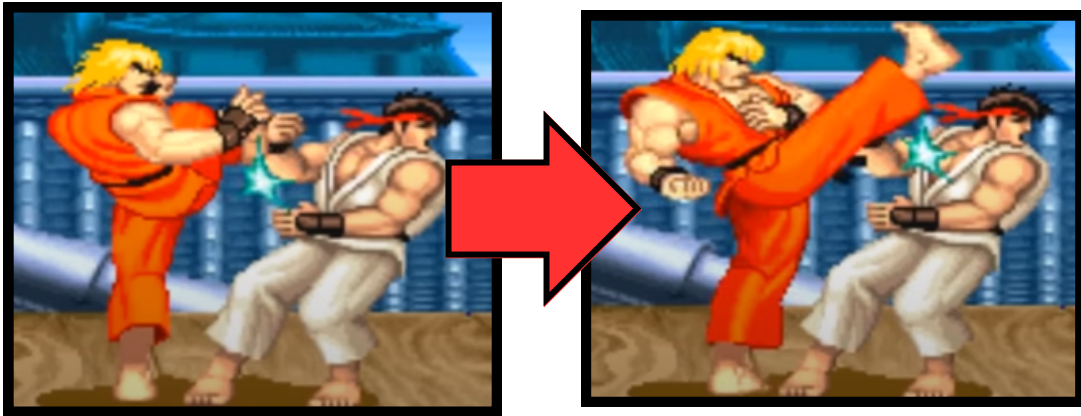
# NEW MOVES - KEN

Jigoku Guruma	Close, ←● or ●→+👊 <sub>H</sub>
Jigoku Fuusha	AIR ←● or ●→+👊 <sub>M</sub> or 👊 <sub>H</sub>
Kama Barai Geri	↻●+👊
Nata Otoshi Geri	↻●+👊
Oosoto Mawashi Geri	↻●+👊
Inazuma Kakato Wari	Hold 🦶 during any Geri move.
<b>Shoryureppa</b>	↻●↻●+👊



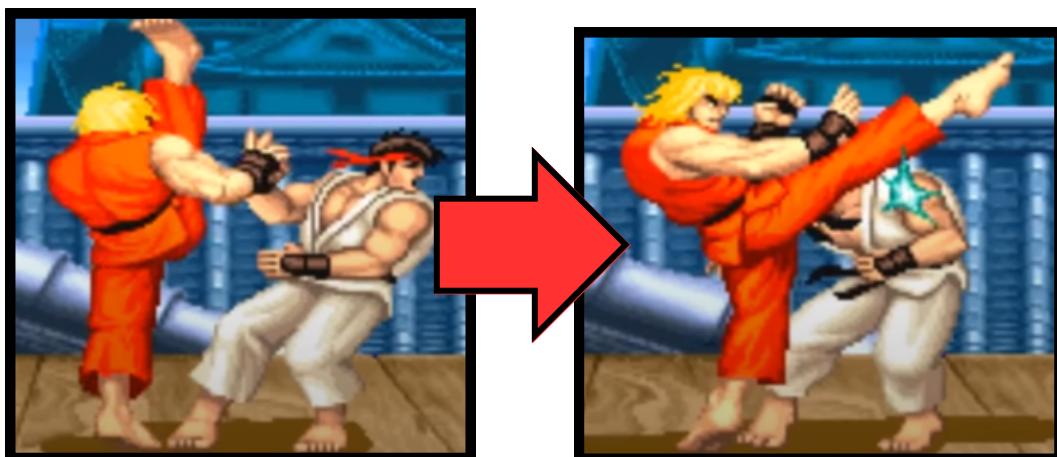
**KAMA  
BARAI  
GERI**

## NATA OTOSHI GERI

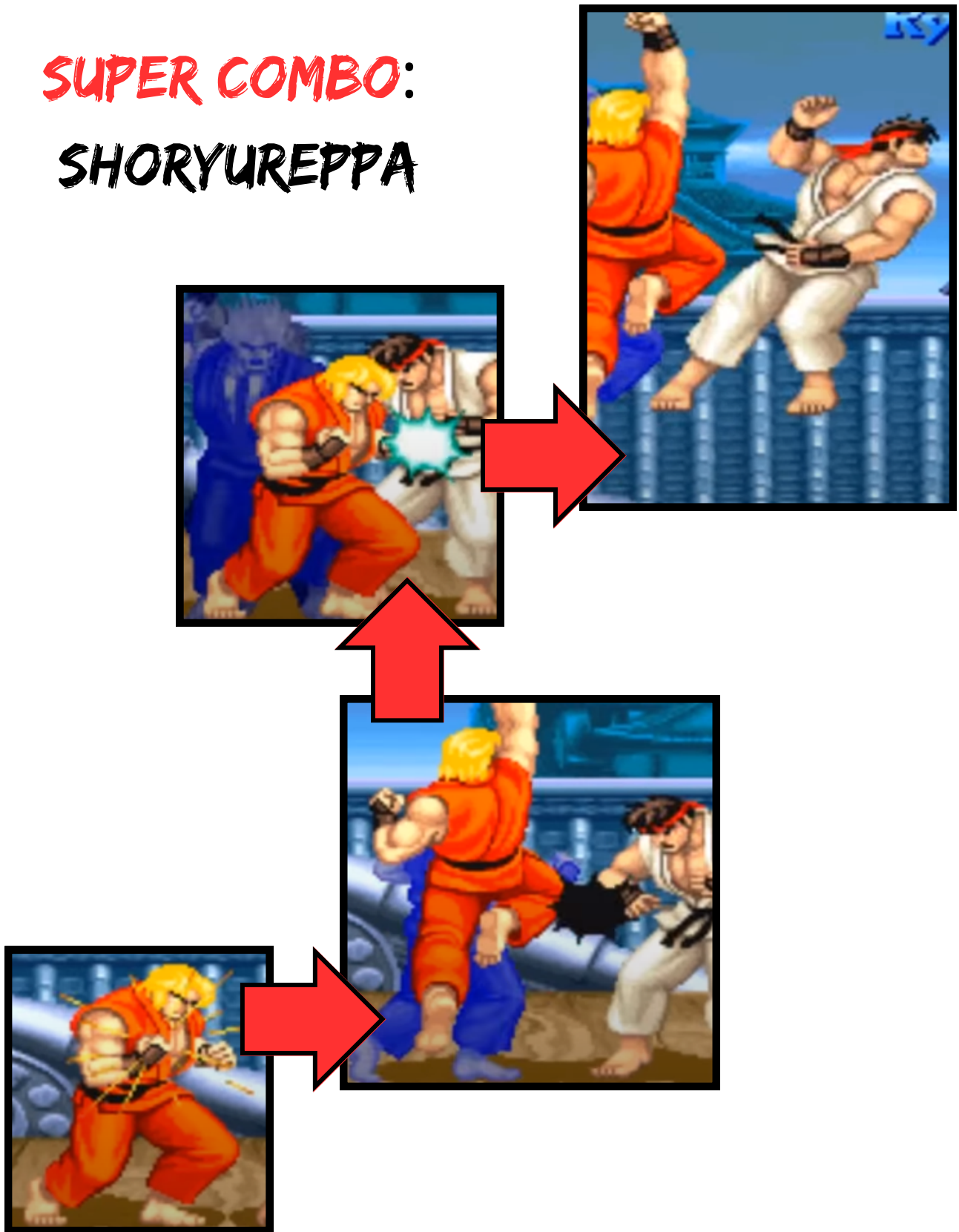


## OOSOTO MAWASHI GERI

## INAZUMA KAKATO WARI



**SUPER COMBO:**  
**SHORYUREPPA**



# NEW MOVES - CHUN LI

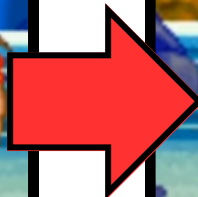
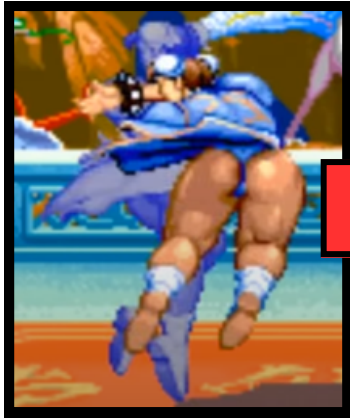
Kuuchuu Spinning Bird Kick	
Tenshou Kyaku	
Senretsu Kyaku	

## TENSHOU KYAKU







## **SUPER COMBO: SENRETSU KYAKU**

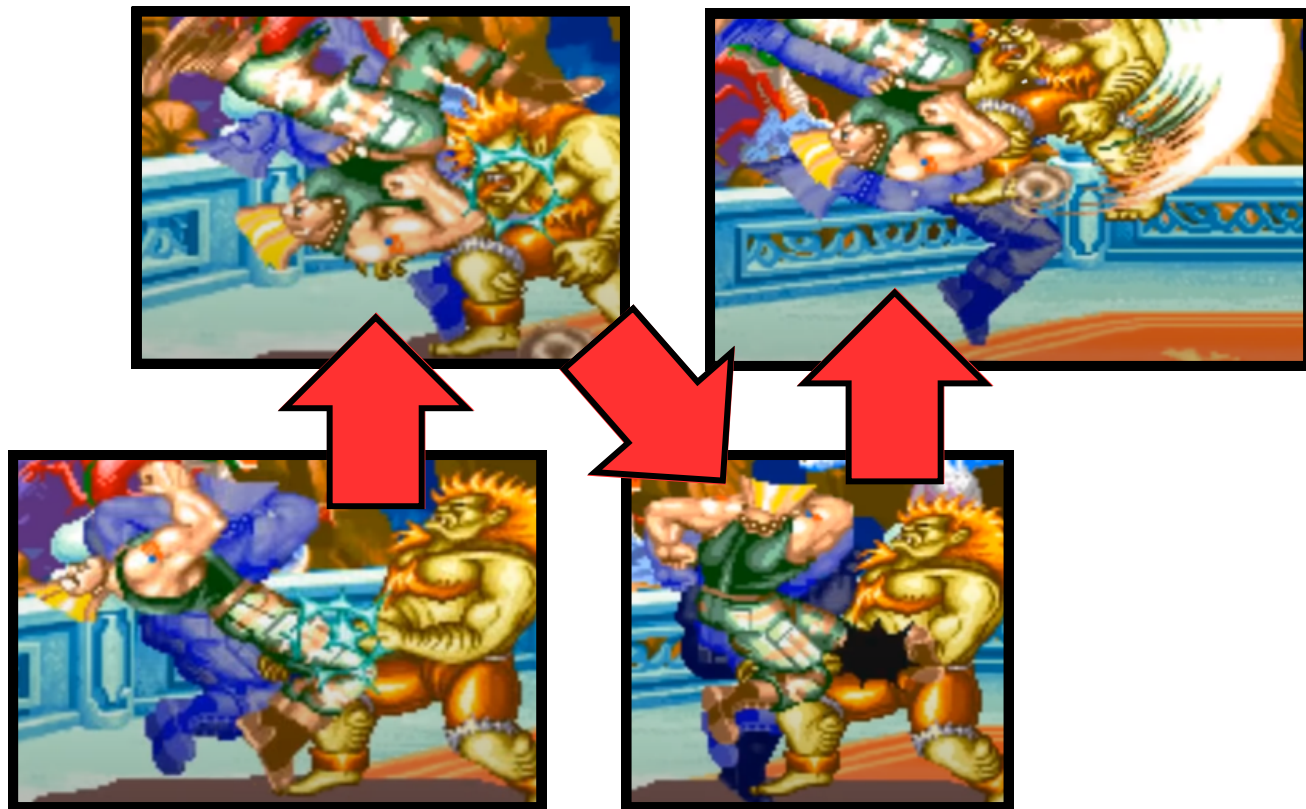




# NEW MOVES - GUILLE

Rolling Sobat	
Double Flash Kick	

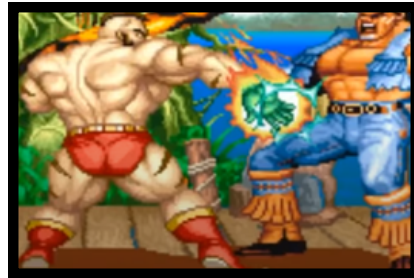
## SUPER COMBO: DOUBLE FLASH KICK



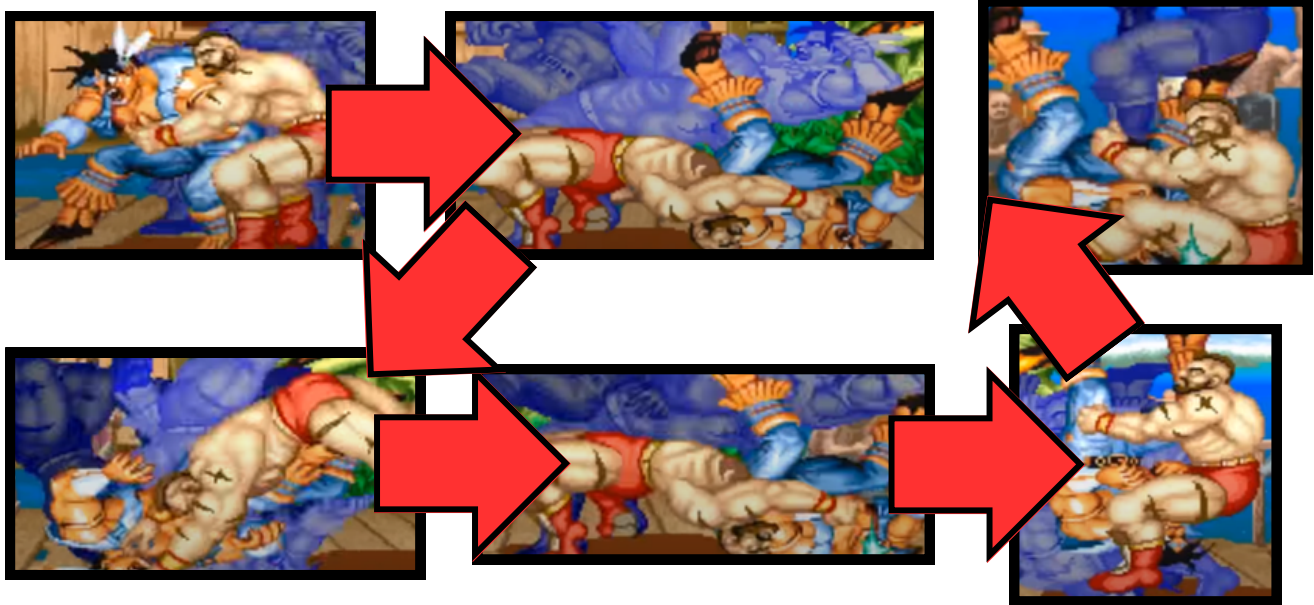
# NEW MOVES - ZANGIEF

Banishing Flat	
Final Atomic Buster	












**BANISHING  
FLAT**



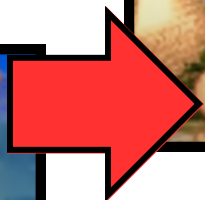
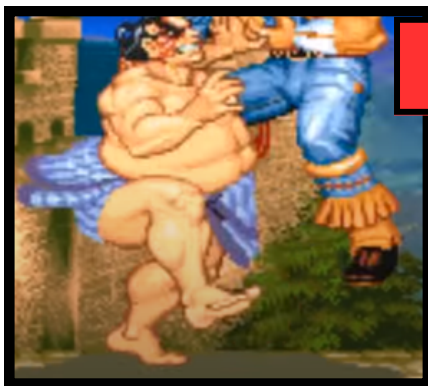
**SUPER COMBO: FINAL ATOMIC BUSTER**



# NEW MOVES - E. HONDA

Shiko Geri	Close,  + 
Harai Geri	 or  + 
Ooichou Nage	Close,  + 
Oni Musou	   + 

## OOCHIOU NAGE





**SUPER COMBO:**  
**ONI MUSOU**

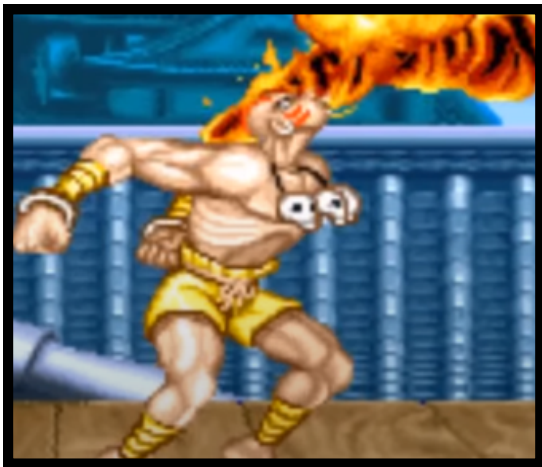




# NEW MOVES - DHALSIM

Yoga Blast	
Yoga Inferno	

## YOGA BLAST







**SUPER COMBO:**

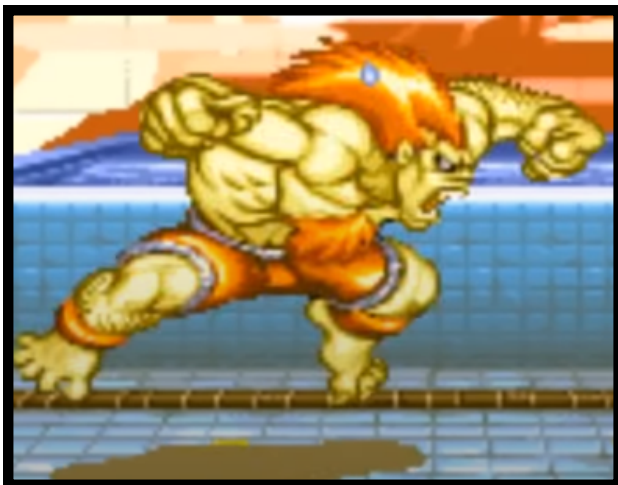
**YOGA INFERNO**





# NEW MOVES - BLANKA

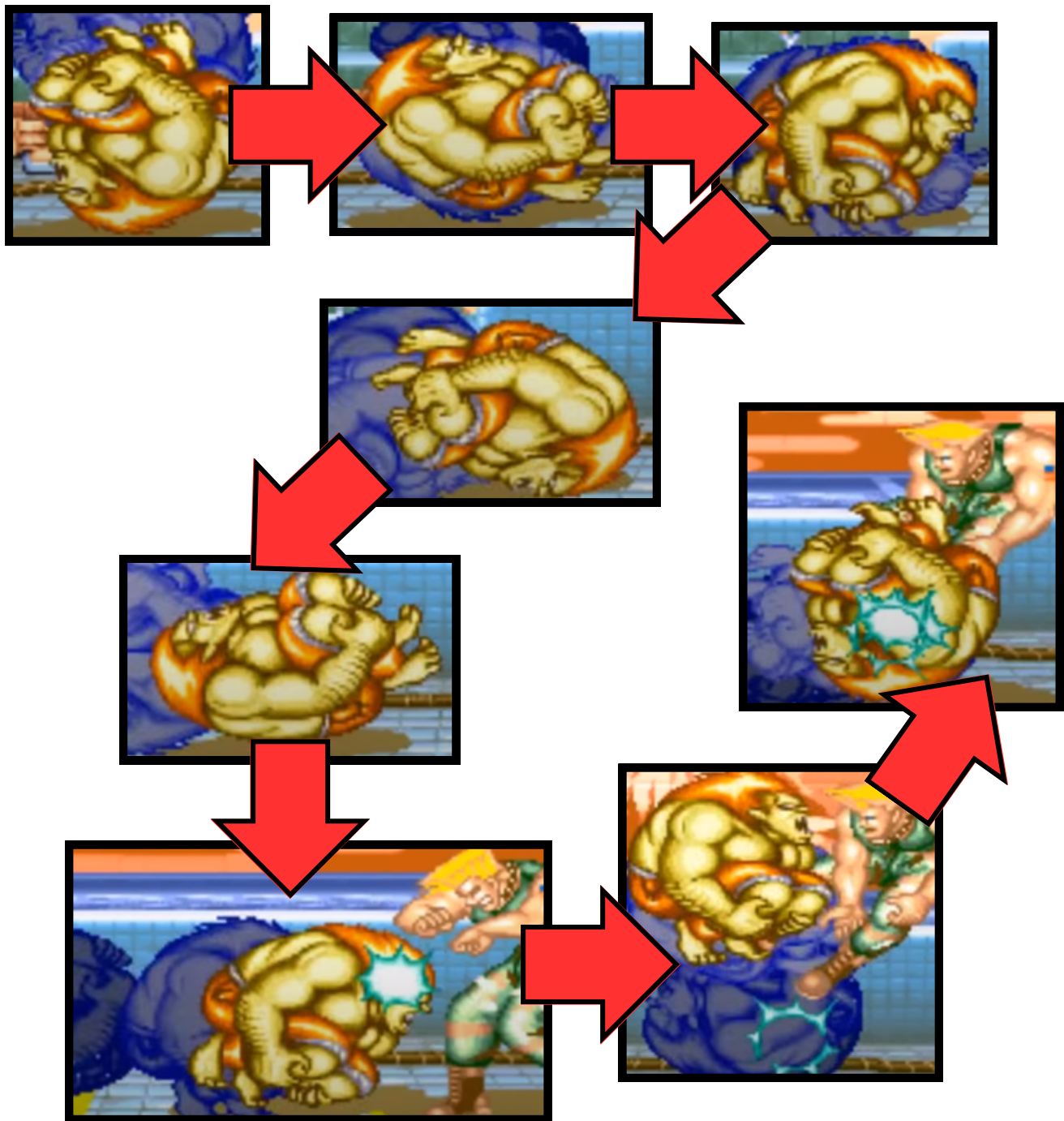
Amazon River Run	
Surprise Forward	
Surprise Backward	
Ground Shave Rolling	






**SURPRISE**



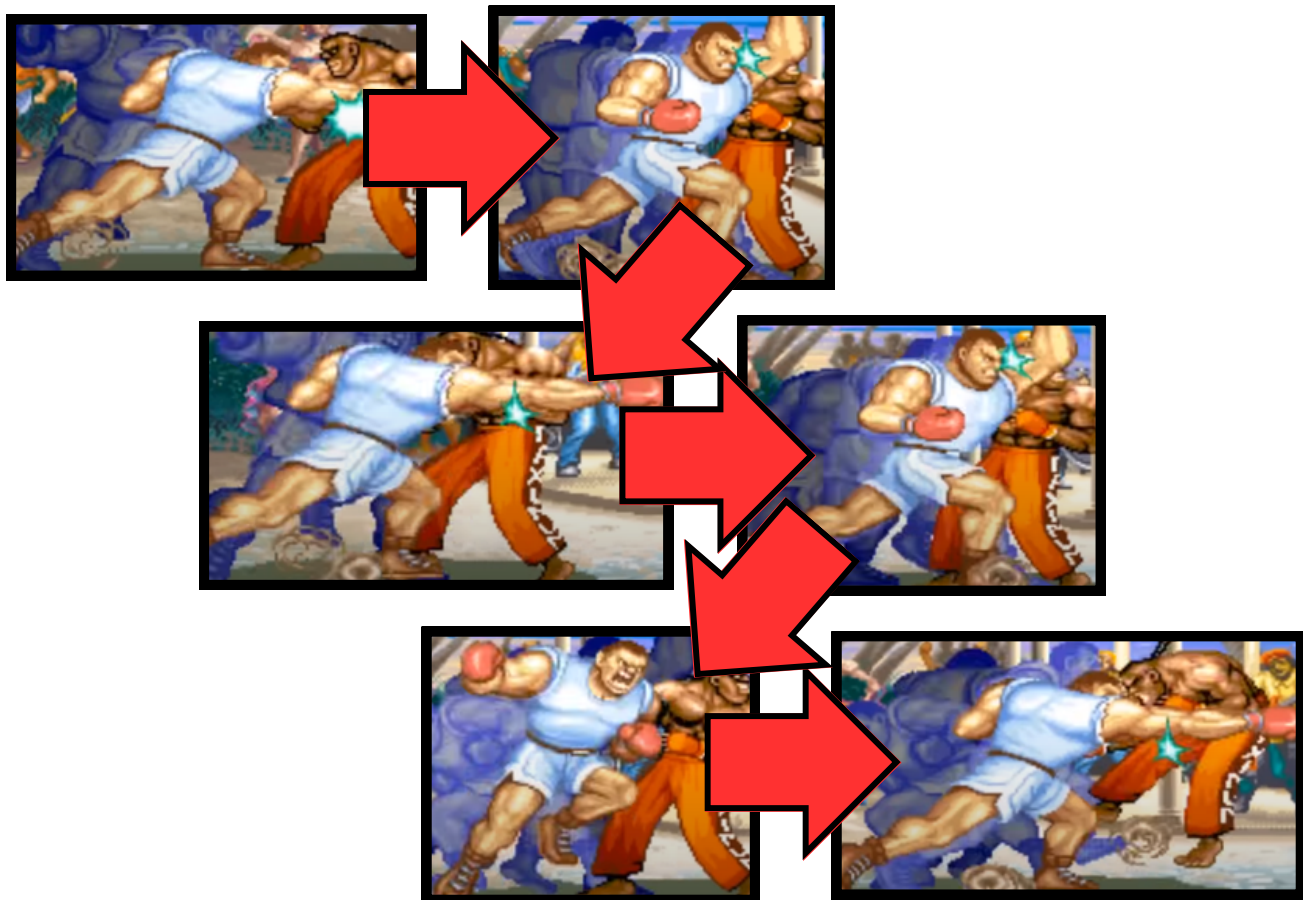
**SUPER COMBO:**  
**GROUND SHAVE ROLLING**



# NEW MOVES - BALROG

Dash Ground Straight	
Dash Ground Upper	
Crazy Buffalo	

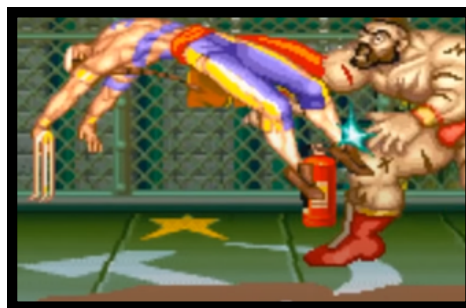
## SUPER COMBO: CRAZY BUFFALO



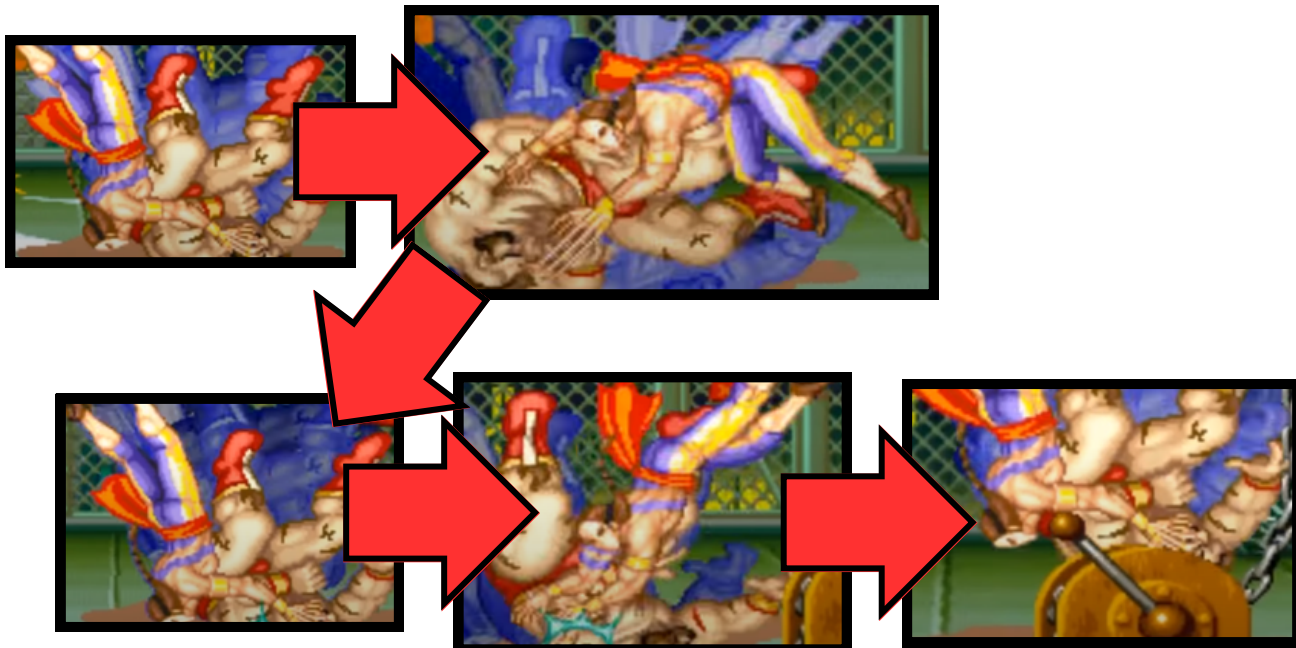
# NEW MOVES - VEGA

Scarlet Terror	
Rolling Izuna Drop	

## SCARLET TERROR



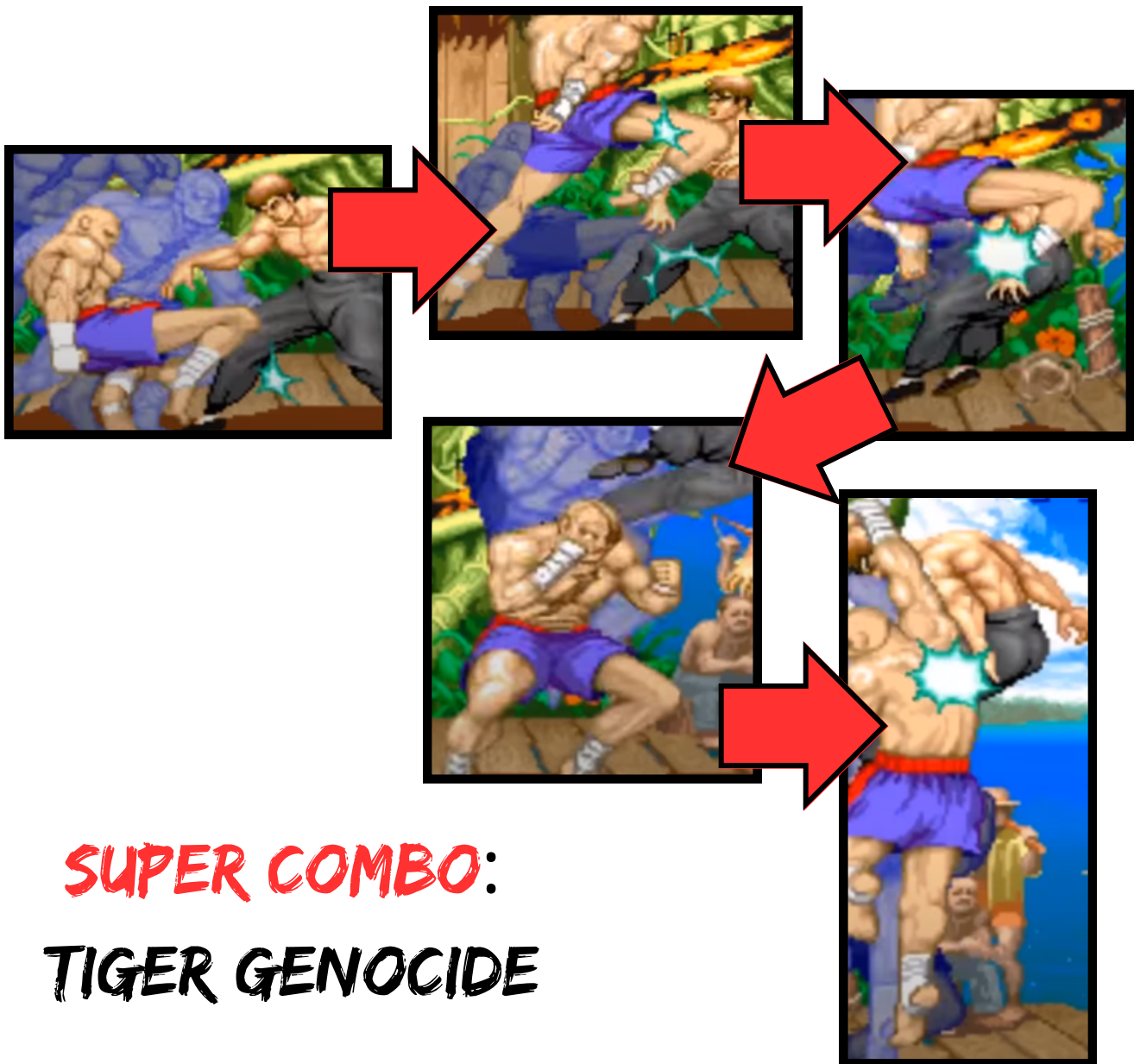
## SUPER COMBO: ROLLING IZUNA DROP





# NEW MOVES - SAGAT

Tiger Genocide



**SUPER COMBO:**  
**TIGER GENOCIDE**















# NEW MOVES - M. BISON

Knee Press Nightmare



**SUPER COMBO:**  
**KNEE PRESS**  
**NIGHTMARE**

# NEW MOVES - CAMMY

Hooligan Combination	
Razor Edge Slicer	 > (No input)
Fatal Leg Twister	 >  or  >  (Near opponent's head)
Cross Scissor Pressure	 >  or  >  (Near opponent's body)
Spin Drive Smasher	  > 

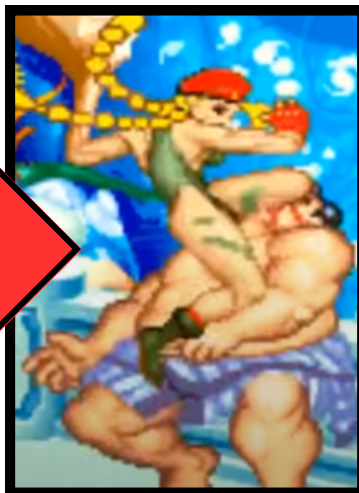
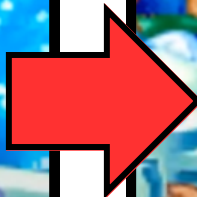
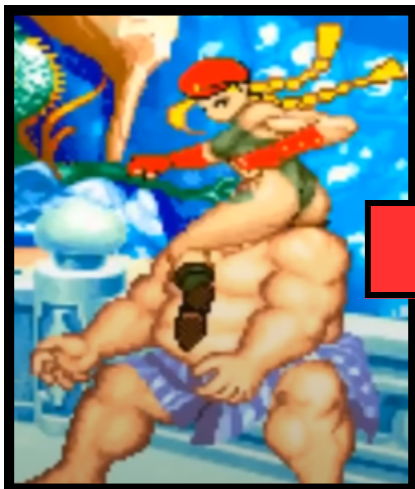
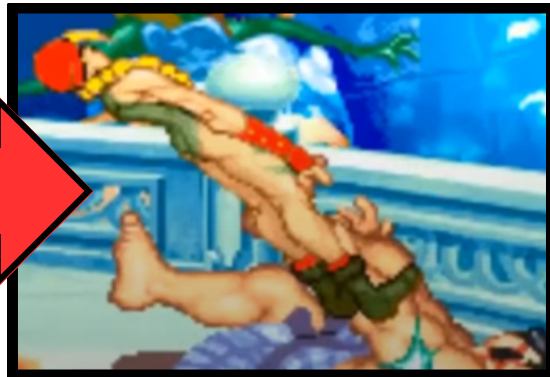
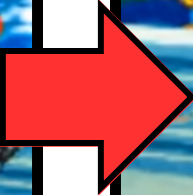
## HOOLIGAN COMBINATION



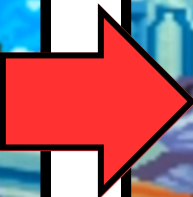
## RAZOR EDGE SLICER



# CROSS SCISSOR PRESSURE

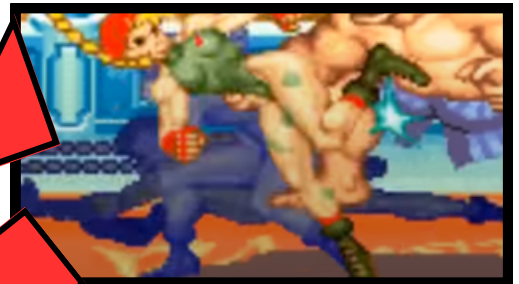


**FATAL  
LEG  
TWISTER**













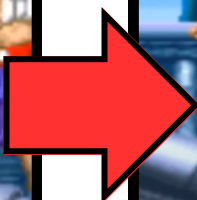


**SUPER COMBO:**  
**SPIN DRIVER SMASH**



# NEW MOVES - FEI LONG

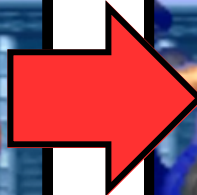
Shuu Kubi Raku	  or  +  or 
Rekku Kyaku	 + 
<b>Rekka Shinken</b>	  + 



**REKKU  
KYAKU**



## **SUPER COMBO: REKKA SHINKEN**

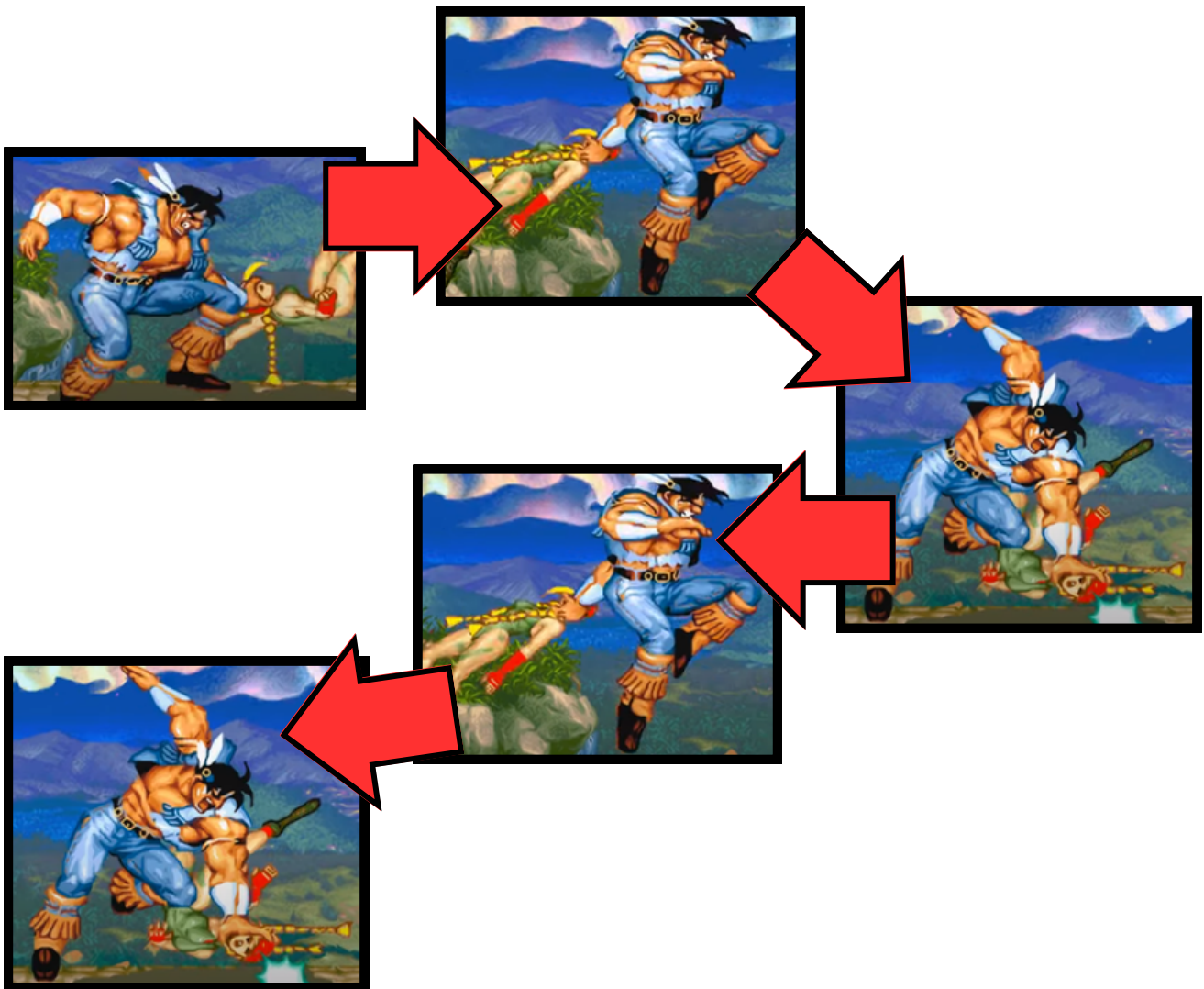


# NEW MOVES - T. HAWK



Double Typhoon

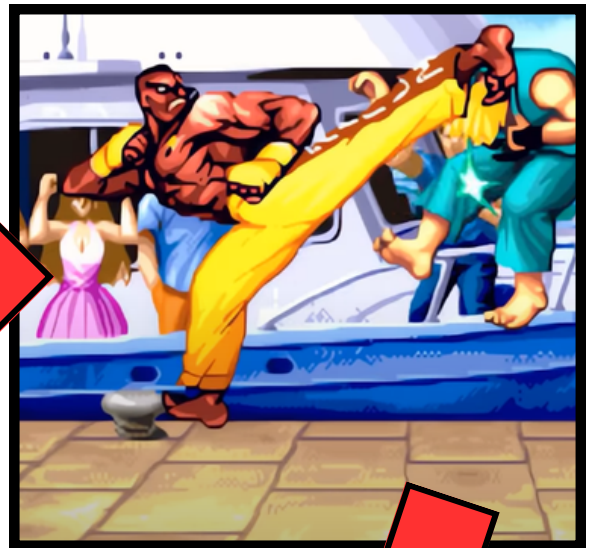


**SUPER COMBO: DOUBLE TYPHOON**



# NEW MOVES - DEE JAY

Jackknife Maximum	
Sobat Carnival	



**JACKKNIFE  
MAXIMUM**





**SUPER COMBO:**  
**SOBAT CARNIVAL**



# ENDING IMAGES

RYU



KEN





CHUN LI



GUILE



## ZANGIEF



## E. HONDA



## DHALSIM



## BLANKA



## BALROG



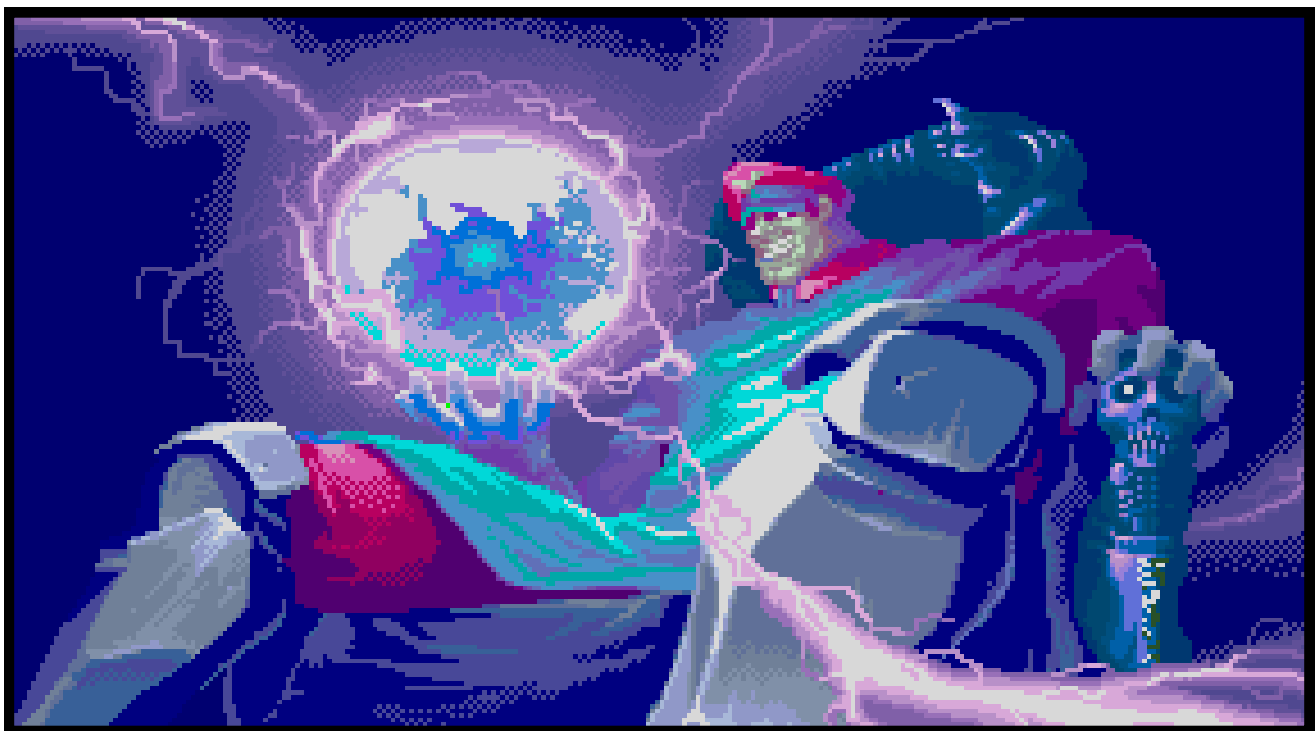
## VEGA



**SAGAT**



**M. BISON**





**CAMMY**



**FEI LONG**



**T. HAWK**



**DEE JAY**



# NEW ARTWORK















































# SUPER STREET FIGHTER II



## TURBO REVIVAL



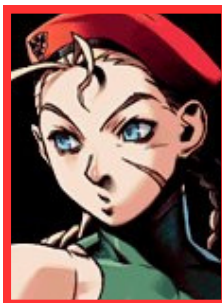
Released in Japan on June 13, 2001, with subsequent releases in North America and Europe, **Super Street Fighter II Turbo Revival** is a port of the original Super Turbo for the Game Boy Advance with an all-new title screen and character illustrations. Because the GBA only has four buttons installed on its hardware, the four action buttons can be easily customized. There also exists an option that allows for an easier performing of special and super combo moves.

While the character sprites and animations were, for the most part, transferred from the SNES version of the original Super Street Fighter II, the new techniques added in Super Turbo use the same graphics from the arcade version. Guile's standing Heavy Kick for example (at close and far range) has him growing in size from one frame to the next. Likewise, the animation frames when a character advances towards an opponent are the same when he or she retreats. Only Akuma uses character sprites exclusively from the arcade version and his advancing and retreating animations are different as a result.

# CHANGES

- All the general art for portraits and other artworks for the characters were redrawn.
- Since the Game Boy Advance lacks buttons to replicate all the commands seen in the Arcade, some of the old ones were removed completely or adapted in some fashion. There's also an option for easy inputs and all the commands can be customized.
- Akuma now has a Super Combo.
- A stronger version of Akuma, Shin Akuma, is unlockable by maxing out the VS Points at 9,999.
- New stages.
- The Bonus Stages are added back in the game; They were absent in Super Street Fighter II Turbo in the Arcade.
- Some characters have their endings changed with the addition of some dialogues or simple missing events.
- Among options seen in other domestic versions of the Street Fighter II sub-series, there's also a Training Mode.

# NEW PORTRAITS

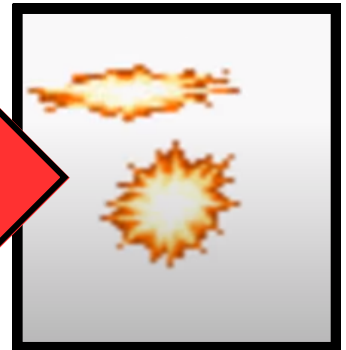
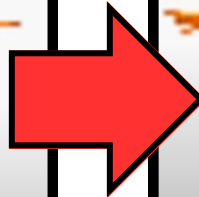
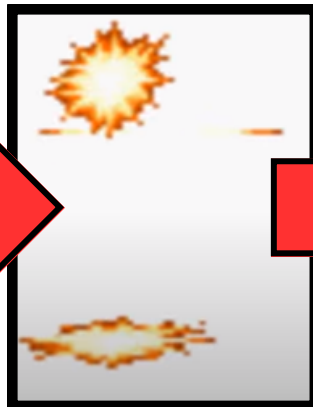
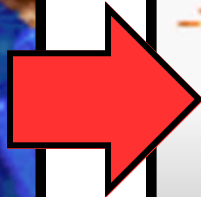


# NEW MOVES - AKUMA

Shun Goku Satsu



## SUPER COMBO: SHUN GOKU SATSU



**Shin Akuma**, a stronger version of Akuma, can be unlocked in *Super Street Fighter II: Turbo*. Shin Akuma is faster, deals more damage and can throw two Zanku Hadokens at once. His Shun Goku Satsu is also much faster and travels farther



# NEW STAGES

CHUN LI'S STAGE



GUILE'S STAGE



KEN'S STAGE



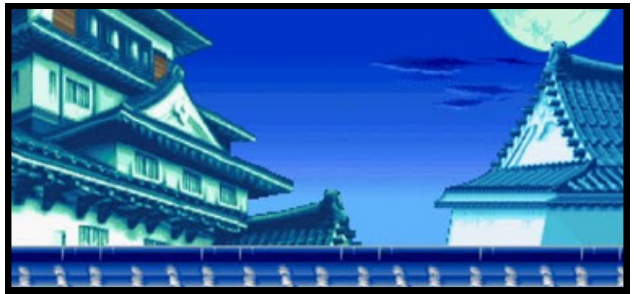
M. BISON'S STAGE



BALROG'S STAGE



RYU'S STAGE



ZANGIEF'S STAGE



AKUMA'S STAGE





# REWORKED ENDINGS

**RYU**



**“Does this mean that I am now the world’s strongest fighter?”**

**No, it can’t be... There must be stronger warriors in the world!**

**OK! I must continue my search for someone stronger than me!”**

**Defining the essence of the world warrior, Ryu shall search forever for the ultimate battle...**

**“Yeah! I did it! I won!”**

**“Ken!”**

**“Hey Eliza! Why are you here!?”**

**“I came to see you of course!”**

**“Oh Eliza...”**

**KEN**



**“Father, I have done it. The Shadaloo have been destroyed. You can rest in peace now...**

**But for me, the battle is never over...”**

**CHUN LI**



# GUILE



**"Bison! I know you remember! You remember me and Charlie don't you!"**

**"Guile. You've become stronger. Go ahead... Finish me..."**

**"No dear, please don't!"**

**"Jane..."**

**"Destroying Bison will not bring Charlie back, but it could destroy you! Please, come back home with me. Let's start over and put everything else in the past."**

**"But I...deserted you."**

**"Father please!!"**

**"Ghh..."**

**"...ling... Darling. You're coffee is ready. What's the matter? Were you having a nightmare?"**

**"Well... it's more like I've been lost in a very long dream..."**

**"HA HA HA! Now you've tasted the power of the Red Cyclone! Oh! Mr. President!"**

**"Hello Mr. Zangief. You've successfully defeated the world with your mighty strength. Keep up the good work and let the world know, take pride in, and respect our mother Russia."**

**"HA HA HA! It will be done Mr. President! For the pride and joy of our country!"**

# ZANGIEF



## **E. HONDA**



**“GA HA HA HA HA! I knew Sumo was  
the world’s strongest! Dosukoi!  
Dosukoi!”**

**Although he has won the championship,  
Honda keeps training to improve his  
skills.**

**“Eat Nabe food! The more you eat, the  
stronger you’ll become!”**

**Honda enjoys teaching his students all  
the important lessons to become strong  
wrestlers...”**

**“Hmmm... Now that the evil has been  
dealt with... I will return to my home.”**

**“Welcome back dear.”**

**“Daddy, where have you been?”**

**“Well, I have been spreading the power  
of Yoga throughout the world by  
thwarting the evil that festers within  
the souls of humans...”**

**“Uhh...umm... That’s great daddy! I’m  
very proud of you!”**

**“And now thanks to my Yoga skills, I  
have returned home to my loving  
family.**

**Now Datta, don’t you ever neglect your  
Yoga training, alright?”**

**“I understand daddy, I’m just happy  
that you are home.”**

## **DHALSIM**



## BLANKA



“AW AW AW.”

“...N... No it can’t be...”

“AW?”

“Your anklet...”

“AWWWW!?”

“You must be my baby Jimmy!!”

“AWWWWWWWWWWW!!”

“JIMMY!!!”

““AWWWWWWWWWWW!!”  
MOMMY!!!”

“HA! I knew Bison wasn’t so tough!  
Anyway, I’m the head of Shadaloo now!  
Money, Status, Power... I can have  
anything I want.”

One month later...

“Why did this have to happen!?”

With Balrog as leader, Shadaloo  
painfully and quickly self-destructed.  
And so, Balrog is once again leading a  
miserable life...

“What did I do wrong!? Someone please  
tell me! Why does this always happen to  
me!?”

## BALROG





## VEGA



**“Hee hee hee... I have proven to be the strongest and most beautiful fighter in this world! No one can match my beauty!”**

**He continues fighting as if nothing happened...**

**“Who’s next? Your blood shall paint my victory. Bloody red fits my beauty perfectly! Hee hee hee!!”**

**“The title of emperor used to be mine and it use mean something special. But now... that has changed...”**

**Sagat knew that “he” would return...**

**“I’ll have to be stronger for our next fight... I look forward to fighting with you again! Someday it will be you and me in a match worthy of the gods! Until then I will prepare and wait...”**

## SAGAT



**“HA HA HA HA HA HA! Now there’s no one to stand in my way! No one!... Kneel down before me! The world is mine!!**

**On that day, all the hopes and dreams of everything living were shattered and the world was shrouded in darkness and terror.**

**The king of darkness Bison surrounds everyone, everything, and everywhere.**

**Is there no one who can stop this man...!?”**

## M. BISON





# CAMMY



**"I never would have imagined that I could be beaten by a mere copy of myself!!"**

**"Bison... what do you mean? Who am I?"**

**"Hmm, listen to me my sweet little Cammy. You are just a copy generated from my DNA!"**

**"...No!"**

**"I had you inserted into the British Empire for my own reasons but I never imagined you would lose your memory."**

**"No... you're lying! It can't be true!"**

**"I don't need you anymore. It is time for you to go..."**

**"What should I do now...? Hey, all of you!"**

**"It's all over now. Let's go home."**

**"But I..."**

**"Your past doesn't matter to us. It is how you chose to define your future that matters! And besides that, we're friends right?"**

**"Thank you all..."**

**The time has come for the good soldiers to return home into the arms of their loved ones...**

## FEI LONG

**“Oh my! How great! It’s wonderful! Your moves are so realistic and strong! You must star in my next movie! You’re going to be BIG!”**

**“...No thanks. I finally understand what matters to me. Its not acting. Its fighting. Real fighting!”**



**“What?! You can’t be serious?! Think of the money! Think of the fame! Hey! Where are you going?”**

**That day, the No. 1 action star in Hong Kong disappeared from the silver screen.**

**Today the story of the famous action star is known throughout the world.**

**There once was a legendary action star who’s sudden disappearance from the scene is shrouded in mystery. However, he lives on in his many films, and his audience continues to grow.**

## DEE JAY



**“Yes... This is it! This is the beat I’ve been looking for! It’s another hot jam for the cool Dee Jay man!!”**

**His rhythm gave people all over the world a whole new sensation to enjoy.**

**“His new tune is super!”**

**“It drives me crazy!!”**

**And now, wherever he goes, Dee Jay is always surrounded by his fans.**

**“Deeeee Jaaaaay!!”**

## T. HAWK

**"You stole my homeland! Why...?!"**

**"Hmm... Why do you ask such obvious questions?"**

**Your homeland is both very beautiful and extremely fertile. How could I not take something so precious?**



**But that was then, and now that you have won, why don't you go back to your homeland and see my great work..."**

**"So this is the place... It looks familiar..."**

**Under his heel lies barren land. There are no signs of life. However, T. Hawk feels his blood boiling inside his body.**

**"Never again... I promise to revive this land. To turn it into something great! Nothing shall disgrace my homeland again. I swear this upon the blood and spirit of my tribe."**

## AKUMA



**"The king of darkness, how pathetic and stupid. The master of the fist will always win in the end. That is the rule of nature... What... Who's there?"**

**"I am your shadow... Anyone who is possessed by their own shadow must die. This means that you are finished!"**

**"Humph! I have always lived in darkness. I will never fear death."**

**...And then the demon disappeared. It can only be assumed that it went to find stronger opponents!**

# NEW ARTWORK



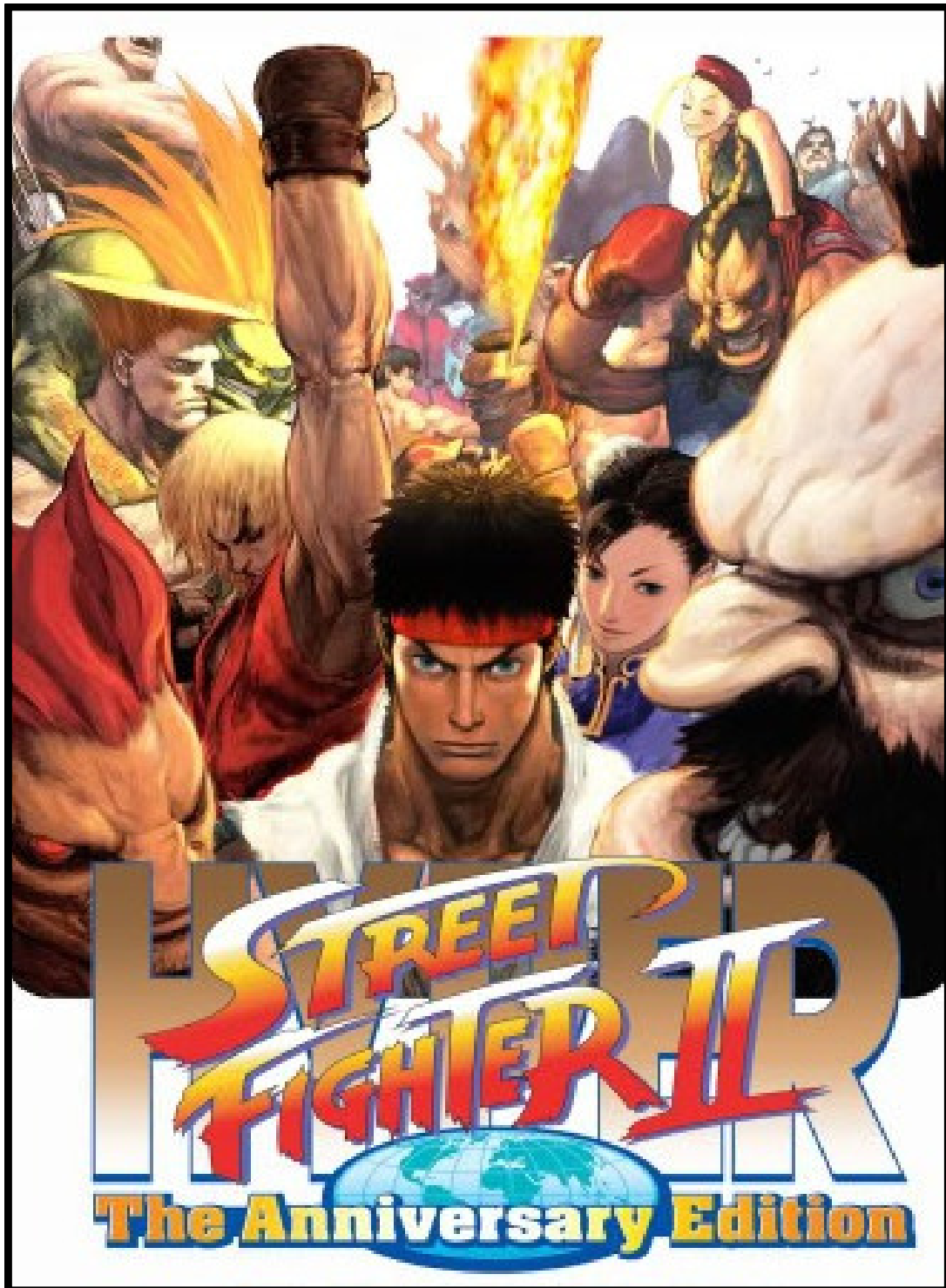








# **HYPER STREET FIGHTER II**



**THE ANNIVERSARY EDITION**

**Hyper Street Fighter II - The Anniversary Edition** is the sixth and final arcade iteration of Street Fighter II, released on December 2003, nearly ten years after Super Turbo, in Japan and Southeast Asia only. Hyper was a special version of Street Fighter II produced to commemorate the 15th anniversary of the Street Fighter series. The game system is based on Super Turbo, but with the added feature of being able to select between characters from all five preceding iterations of Street Fighter II. Players can choose between "Normal", "Champ" ("Dash" in Japan), "Turbo", "Super" and "Super T" ("Super X" in Japan) versions of the game's cast and match against any other version (e.g.: "Normal" Ken against "Turbo" Ryu). Each particular version of a character will have the same set of moves, animation frames and voice samples of the game they represent. Some characters are only available in certain modes: for example Cammy is only available in "Super" and "Super T", while Sagat is not selectable in "Normal". Furthermore, "Normal" versions of character cannot be matched against another "Normal" version of the same character (i.e.: "Normal" Guile cannot fight another "Normal" Guile). All of the computer-controlled opponents in the single-player mode will fight in "Super T" mode only.

The arcade version of Hyper Street Fighter II was not released in North America and Europe. Instead, the game was released in those territories via its PlayStation 2 and Xbox ports.

# SUPER STREET FIGHTER II



## TURBO HD REMIX

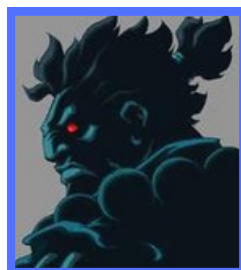
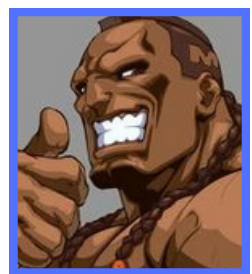
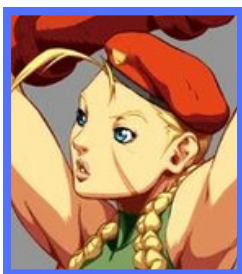
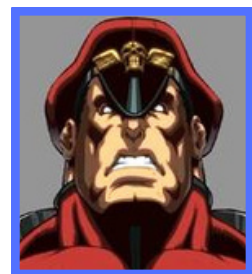
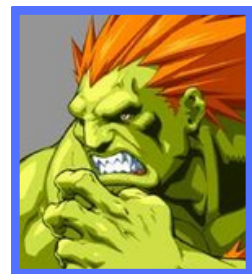
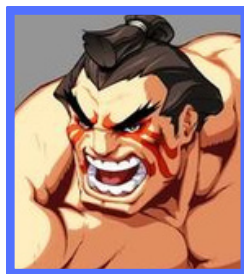
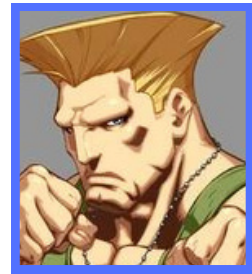
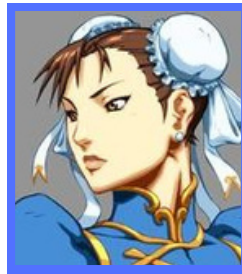


**Super Street Fighter II Turbo: HD Remix** is the 7th iteration of Street Fighter II and a major remake of Super Street Fighter II Turbo featuring the original game and a "remixed" version featuring high-resolution artwork drawn by UDON Entertainment. Designer David Sirlin states that HD Remix is a heavily modified port of Super Street Fighter II X for Matching Service, a Dreamcast version of Super Turbo released only in Japan that featured an online versus mode.

The artists of the video game music tribute website OverClocked ReMix were chosen to handle the remixed soundtrack for HD Remix after producer Rey Jimenez heard the organization's 2006 Super Street Fighter II Turbo tribute album Blood on the Asphalt. OC ReMix founder David "djpretzel" Lloyd directed the soundtrack. Along with several new arrangements, edited versions of Blood on the Asphalt tracks and OC ReMixes will comprise the soundtrack.

Like Hyper Street Fighter II, the player can play classic versions of each character (Akuma included). The classic versions do not have a super bar and can't reduce throw damage, but are considered stronger overall.

# NEW PORTRAITS





# ULTRA STREET FIGHTER II



**THE FINAL CHALLENGERS**

**Ultra Street Fighter II: The Final Challengers**, released worldwide on 26 May 2017, is an updated version of 1994's *Super Street Fighter II Turbo*. There are two graphic options, which are "Classic" and "New Style" graphics. The latter option (also known as "New Generation Mode") reuses UDON's redrawn sprites and stage backgrounds from HD Remix. As with the graphics, there are both Classic and New Style sound options to choose between. Classic sound settings' sounds remain the same as the previous *Street Fighter II* update series.

Two new characters have been added: **Evil Ryu** and **Violent Ken**. This marks Violent Ken's first appearance in a mainline *Street Fighter* game. Evil Ryu retains most of his moves from the *Street Fighter Alpha* games and his voice is an altered version of original Ryu's, sounding more demonic. Violent Ken has new tools carried over from *SVC Chaos*, such as his command teleport dash, *Rasetsu Kyaku* and his voice is altered in the same manner as Evil Ryu's. Akuma is also now a regularly selectable character, while Shin Akuma is a secret character, sharing his slot with the newly added Random Select icon.





# NEW MODES

## WAY OF THE HADO

The Way of the Hado mode is a first-person shooting gallery where players take control of Ryu and fight waves of Shadaloo soldiers using the Joy-Con motion controllers. To perform moves, they have to be mimicked with the controllers. Ryu can be improved in this mode using the Practice Mode, which lets players practice a fighter's moves and gain experience points to improve the following parameters: vital (health), attack, speed, guts, defense and luck.

## BUDDY BATTLE

Buddy Battle is like Dramatic Battle from Street Fighter Alpha, where two players fight cooperatively against the computer. Both players have their own Super gauge but share the same lifebar, which is only partially restored after each round.

## GALLERY MODE

Gallery Mode features over 1400 illustrations from the official Street Fighter artbook, Street Fighter Artworks: Supremacy.

## COLOR EDIT MODE

Color Edit mode allows players to make custom color schemes of a given fighter; up to ten colors can be saved for each custom character, which can be used in all game modes, including online.

# EVIL RYU



Evil Ryu is the form Ryu takes if he ever succumbs to the Satsui no Hado. Ryu ultimately purged his evil half when he overcame the Satsui no Hado, but doing so briefly gave birth to a powerful new foe. Like his normal form, Evil Ryu fights using the unnamed Ansatsuken fighting style.

**Height:** 5'9"





















**Weight:** 150 lbs.

**Nationality:** Japanese

**Date of Birth:** 7-21-1964

**Fighting Style:** Shotokan Karate



Normal Throws	Seoi Nage	←● or ●→+  or 
	Tomoe Nage	←● or ●→+  or 
Unique Attacks	Collarbone Breaker	●→+ 
	Solar Plexus Strike	●→+ 
Special Moves	Hadoken	●↻+ 
	Shakunetsu Hadoken	↻●+ 
	Shoryuken	●↻+ 
	Tatsumaki Senpukyaku	↻●+ 
	Airborne Tatsumaki Senpukyaku	 ↻●+ 
	Ashura Senku (Forward)	●↻+  or 
	Ashura Senku (Back)	↻●+  or 
Super Combo	Raging Demon	  ●→  

# VIOLENT KEN



This is the form Ken has taken after being brainwashed and controlled by M. Bison's Psycho Power. Due to his state, Violent Ken is a more ruthless, aggressive, valiant, daring, fearless, and cutthroat version of Ken. His Ansatsuken style uses purple flames instead of regular ones in his Shoryuken,

**Height:** 5'9"

**Weight:** 182 lbs.






























**Nationality:** American

**Date of Birth:** 2-14-1965

**Fighting Style:** Shotokan Karate





Normal Throws	Seoi Nage	 or  +  or 
	Jigoku Guruma	 or  + 
	Hiza Geri	 or  + 
	Jigoku Fuusha	<small>AIR</small>  or  +  or 
Unique Attacks	Inazuma Kick	 + 
Special Moves	Hadoken	 + 
	Shoryuken	 + 
	Tatsumaki Senpukyaku	 + 
	Airborne Tatsumaki Senpukyaku	<small>AIR</small>  + 
	Rasetsukyaku	 + 
Super Combo	Shinbu Messatsu	  + 

# ENDING - RYU



**"I've returned from the tournament victorious, master, but I still feel unfulfilled..."**



**"I fought and overcame many powerful adversaries... some, worthy and honorable, others, cruel and hateful."**



**"But I can't escape the feeling that there are still stronger warriors left ahead of me to fight-- that I have not yet been truly tested."**



**"I know in my heart that the ultimate battle is out there somewhere, waiting for me to find it."**



**"My soul will not be able to rest until I do, even if it takes the rest of my life..."**

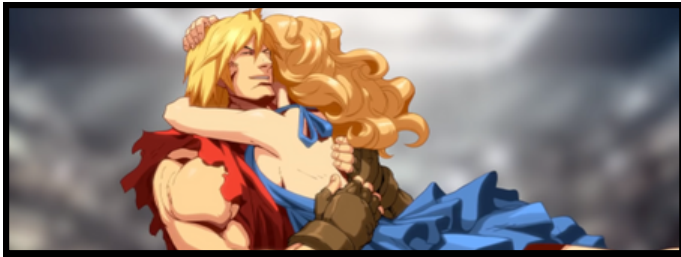


**"The fight is everything."**

# ENDING - KEN



**“Eliza!?”**  
**“Ken! you won!”**



**“Is it-- Is it really over?”**  
**“It is. I’ve finally realized that there is more to life than fighting.”**



**“I love you, and I think I’m ready to move on to the next stage of my life. You’ve been my fiancé long enough.”**  
**“Ken, do you mean!?”**



**Two months later...**  
**Ken wonders if he’s ready for his next battle.**  
**“A boy or a girl? What do you think...?”**



# ENDING - CHUN LI



**“Rest in peace, father. Bison has been destroyed and your death is avenged. Bison’s Shadaloo Crime Syndicate has collapsed and will never hurt anyone again. But what should I do next...?”**



**With her promise to her father fulfilled, Chun Li reaches a crossroad in her life. What will she do?**

**1) Return to a regular life as a young, single woman.**

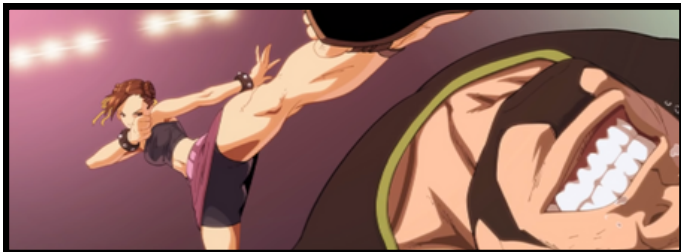


**“Lay off her man. Ain’t it obvious the lady wants to come home with a real man like me?”**

**“In your dreams, punk. You should learn to show a champion some respect!”**

**“Y-you couldn’t be Chun Li... the Street Fighter champion!?”**

**“Maybe you need a sample of my mighty kicks as proof!”**



**2) Continue to place herself in danger’s way as an active Interpol Agent.**



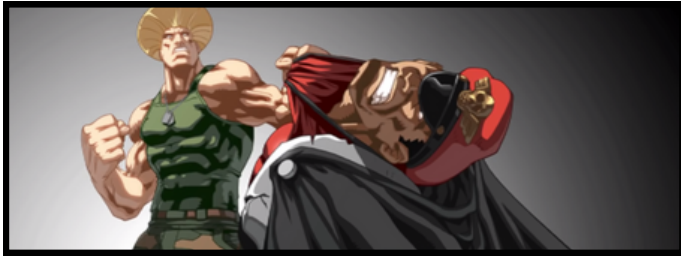
**“Heh, your boss only sent three of you to take me out? I’m insulted.”**



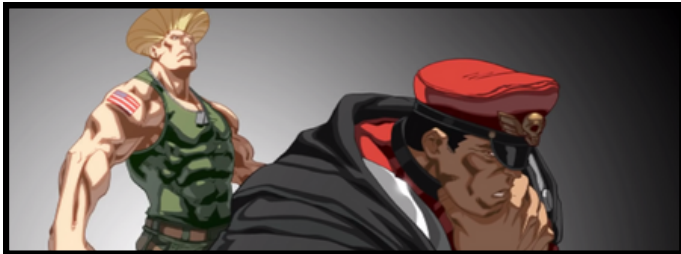
**In her heart, Chun Li knew that no matter which choice she made, the fight would never be over.**



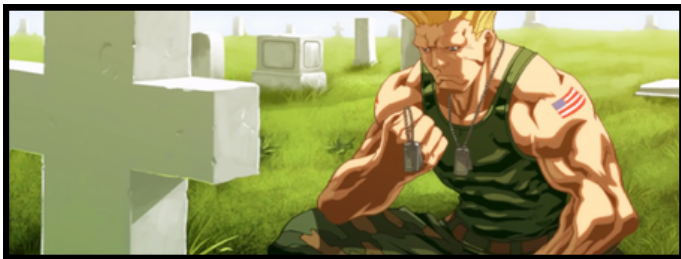
# ENDING - GUILLE



**"You're much.. stronger than before.."**  
**"So you remember me, Bison? Do you remember killing my friend, Charlie!?"**  
**"If you've come here for revenge, go ahead and finish me..."**



**"No... I'm not a murderer like you."**



**Three days later...**  
**"Rest in peace, Charlie. I know now that revenge won't bring you back. When i became obsessed with avenging your death, it consumed me and destroyed my family..."**



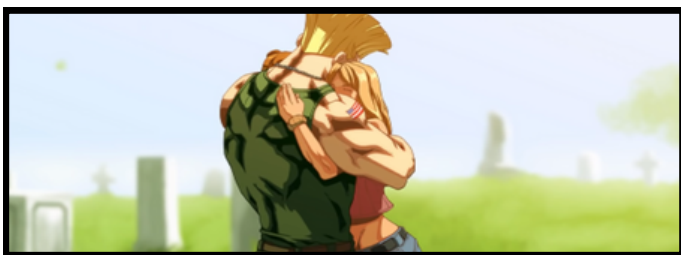
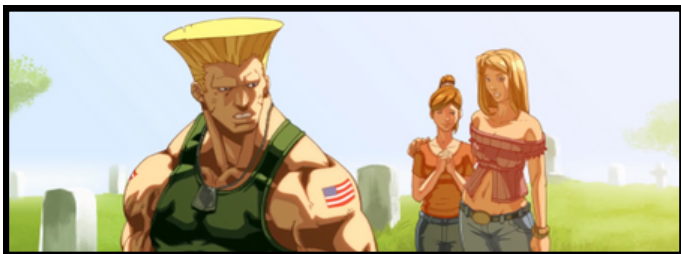
**"GUILLE!"**  
**"Julia?"**

**"Guile, Shadaloo is gone-- the fight is over. Please come home."**

**"You want me back? But I deserted you..."**

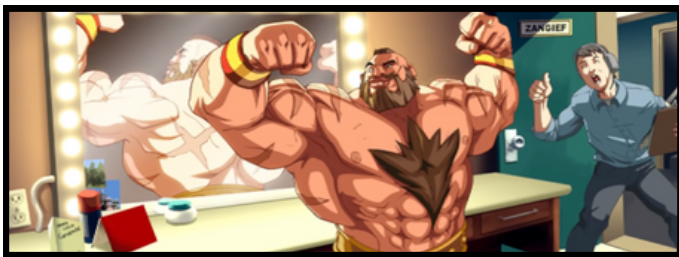
**"We love you, daddy! If you're ready to come back to us, we're ready to forgive you!"**

**"....."**



**No longer driven by revenge, Guile dedicates himself to a new purpose: to be the best husband and father he can be.**

# ENDING - ZANGIEF



Two weeks after displaying the power of Russian wrestling in the Street Fighter Tournament, Zangief returned to his training in Russia. "The tournament was not enough! I will prove to the world that Russian wrestling is the world's greatest fighting style!"

Huh? Who are you?"  
"I run the world's largest wrestling federation. I saw your performance at the tournament and wanted to offer you a very lucrative contract."  
"I don't care about money. I only care about bringing honor back to the Motherland by showing the world my superior power!"  
"There would be no better stage for you to showcase yourself-- and your country-- than in the squared circle. Millions of people will see you."  
"Hmm..."

One month later...  
"Mr. Zangief, you're on in two minutes!"  
"Understood comrade. The audience will soon see a performance by the Red Cyclone that they will never forget!"  
"Zangief! Zangief! Zangief!"



# ENDING - E. HONDA



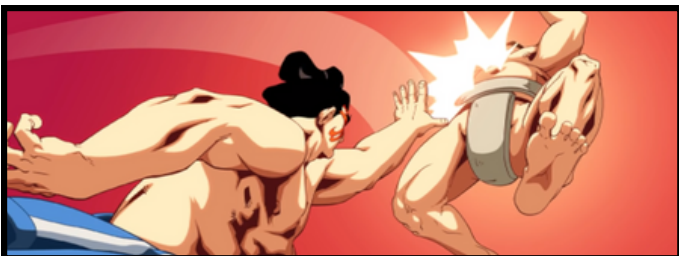
After his victories in the Street Fighter Tournament that proved Sumo's strength to the world, E. Honda returns to his adoring students in Japan.



"My students, we must never be satisfied with our past successes-- instead, we must constantly yearn to better ourselves."



"We must continue to press forward!"



"Our ultimate goal is to bring our mind and body into closer harmony through the art of Sumo wrestling..."



"...and of course, eating nabe!"



"Now eat up and train, everyone!"  
"Yes, master!"

# ENDING - DHALSIM

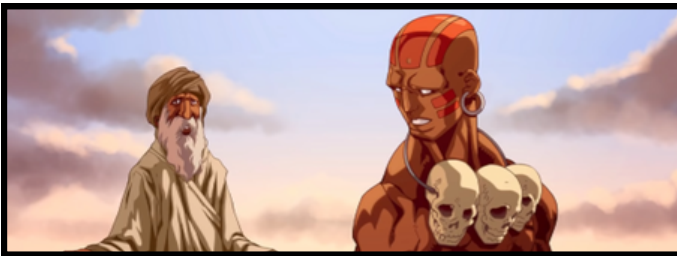
Three days later...

“Dhalsim! Dhalsim has returned!”



“Welcome back Dhalsim. Did you have a fruitful journey?”

“Very much so. I have returned with the winnings from my battles to help the village, but what I have achieved goes far beyond monetary gains.”



“I faced many unique and powerful opponents. Through battle, I gained an insight into the strength that drove these fighters to meet and exceed their limitations. I believe I can use that knowledge in my own practice of Yoga.”



“Ah, good... good. You can tell me more of your travels over dinner. Someone was already preparing a meal for you...”

“Sally! Datta!”



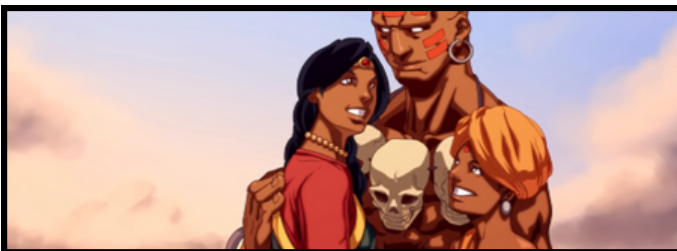
“Welcome home, dear!”

“We missed you, daddy!”

“I missed you as well, Datta. Have you been practicing your Yoga meditation?”

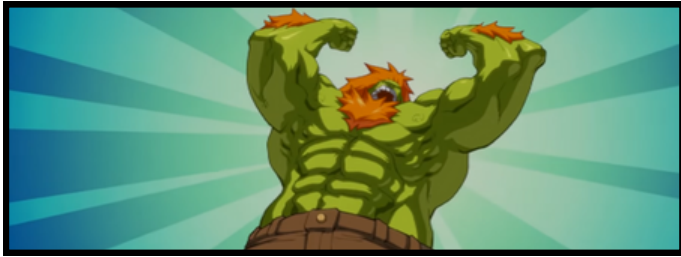
“Of course!”

“Good. It was only through Yoga that I was able to face with the many evils I encountered. I am sure you will be an even greater Yoga master than me, one day!”





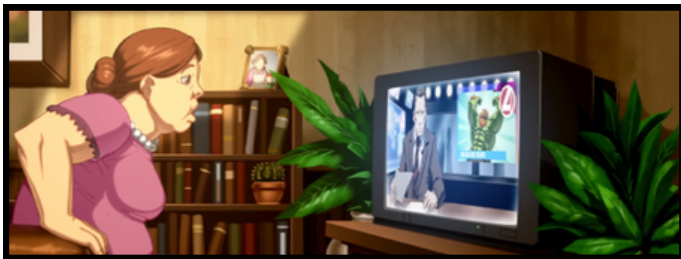
# ENDING - BLANKA



**“Ouhrooo!!!”**



**Blanka achieved the notoriety he sought from his performance in the Street Fighter Tournament. Millions of people saw his image in news programs around the world...**



**...including his mother, who believed she lost her son many years ago in an airplane accident over Brazil.**

**“J-Jimmy?”**



**Two weeks later after tracking down Blanka...**

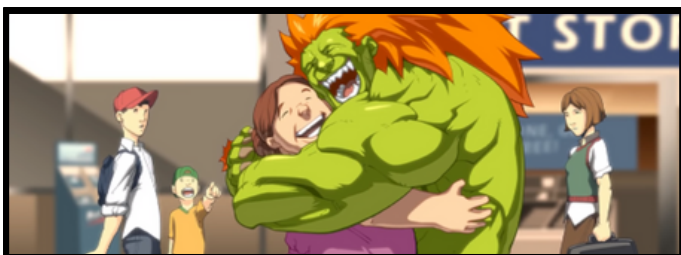
**“Son?”**

**“M-Mother?”**

**“Wait... On your ankle! What is that?”**



**“That anklet! It’s the one I gave you when you were a child! The moment I saw you on the screen, I knew in my heart-- you ARE Jimmy!”**



**“Mother!” “Jimmy!”**

**Mother and son were finally reunited. How Jimmy became the green creature before her didn’t matter. All that mattered was that she had her son back.**

# ENDING - BALROG



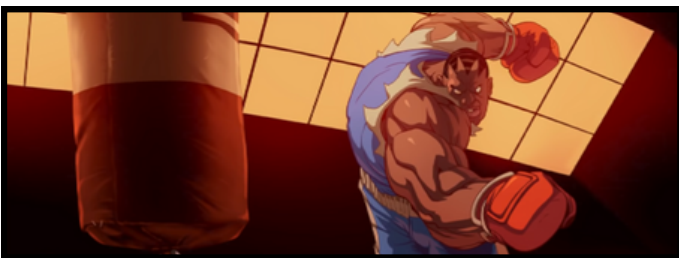
Balrog amassed a fortune working for Bison, and in doing so, acquired a taste for luxury. But his appetite for expensive indulgences did not subside after Shadaloo crumbled.



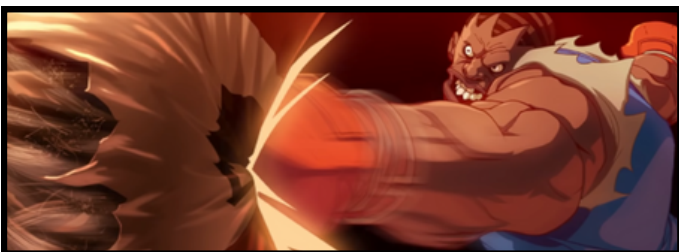
Balrog continued his extravagant ways. His old days as a struggling boxer are nothing but a memory. "Just because Shadaloo ain't around don't mean I can't keep living in STYLE!"



Three months and millions of squandered dollars later...  
"I'm coming back! Nothing's gonna stop me!"



Balrog finds himself right where he started... penniless and training for his next big break.



"I'll be on top again!"

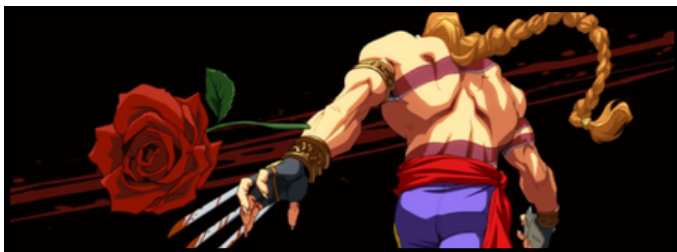
# ENDING - VEGA



**\*sigh\* “It was all too easy to prove that the most beautiful of fighters-- like myself-- are the most powerful.”**



**“I have grown weary of staining my claws with the blood of so many ugly fighters.”**



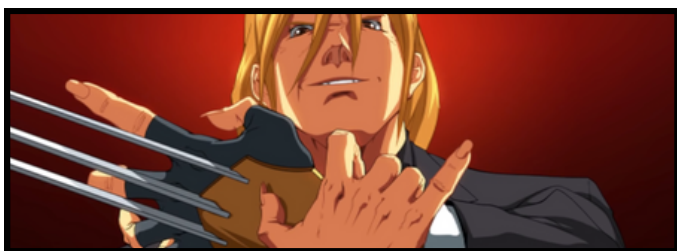
**“Goodbye Bison. Working for Shadaloo no longer entertains me...”**



**“I think it has been long enough... I can hear the blood-soaked cage matches caling me again.”**



**“It has been too long since I last heard the screams of my victims and cleaved flesh from bone.”**



**“After all, blood red is a color that suits me perfectly! HA HA HA HA!”**



# ENDING - SAGAT



One week later in Thailand...  
“Now that the tournament is over, I see now how blind I had become...”



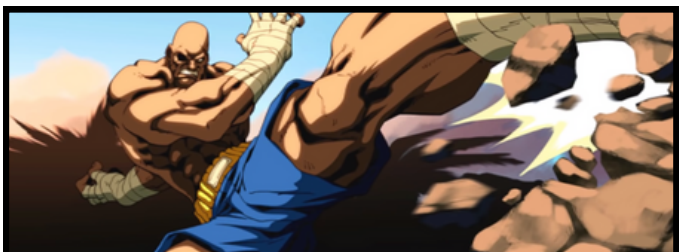
“I was so obsessed with seeking revenge against Ryu for inflicting this scar upon me that I allowed rage and hate to fuel my desire to fight.”



“I forgot that the honor of fighting against worthy opponents and pushing one’s mind and body to their limits are all the motivation a true champion needs.”



“Aware of my past folly, I train and continue to become stronger, not for revenge, but to better myself.”



“We will meet again, Ryu, and it will truly be the greatest match in history!”



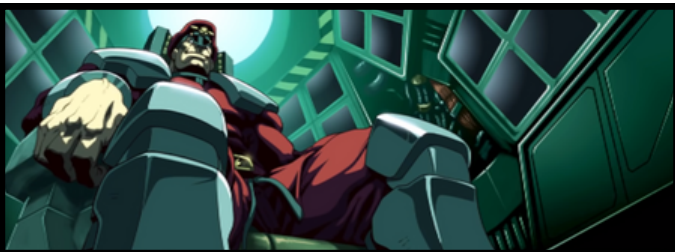
# ENDING - M. BISON



M. Bison, the King of Darkness, sits atop his throne with all opposition to his power destroyed.



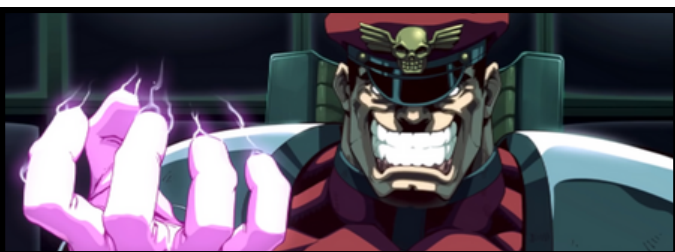
No world warriors or new challengers remain in his way.



“HA HA HA HA! Is there no one left!?”



With no one left to stand up to M. Bison's Psycho Power, the world is doomed to fall under the shroud of Shadaloo's evil.



“The entire planet will kneel before me! HA HA HA HA!”



“This world is MINE!”

# ENDING - CAMMY



"You've grown, Cammy. Or should I say, 'Killer Bee.'"

"'Killer Bee?' What do you know about my past, Bison!?"

"Did you completely lose your memory when you disappeared after the accident? Have you truly forgotten who-- and WHAT-- you were before joining M16's Delta Red team? My scientist created you using my DNA as a base for your genetic design. You were my most loyal Shadaloo agent and even killed for me on more than one occasion."

"No... That can't be! I'm finished with you Bison. I won't listen to anymore of your lies."

"Believe what you will. You cannot escape your past, Killer Bee"



Later...

"Colonel Wolfman, I understand if you don't want me in Delta Red anymore. If even a sliver of what Bison suggested is true, I don't know if you can trust me."

"Nonsense. Even if it is true, that person Bison knew is not the person WE know. The Cammy we know is part of a team... and a family."

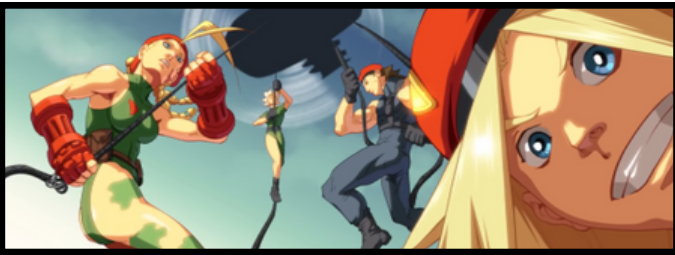
"Colonel, you're right. I can't let the ghosts of my past determine the course of my life. Thanks, everyone."



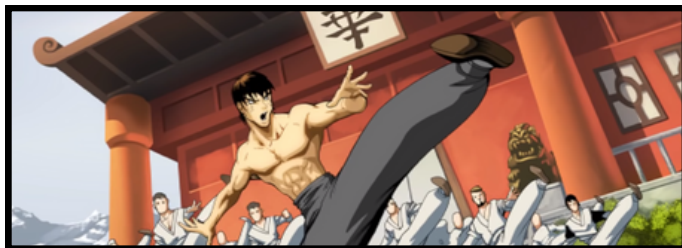
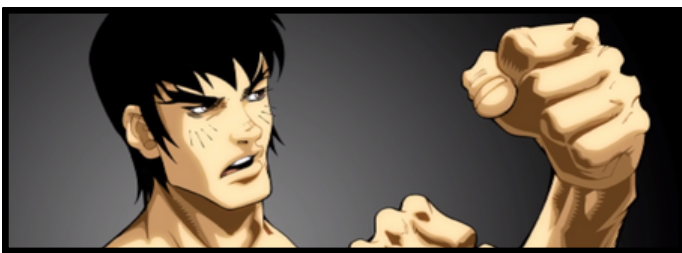
One month later...

"Move out, Delta Red! We've got a mission to complete!"

"Yes sir!"



# ENDING - FEI LONG



**“HYAAAAA!!!”**

At the peak of his popularity, the renowned action star Fei Long abandoned his acting career to join the world of Street Fighting. What could have driven Fei Long to give up such a life of glamour and fame?

“Fei Long joins me now in his first interview since his return from the Street Fighter Tournament to answer these questions and more... Since displaying your amazing skills in the Street Fighter Tournament, you are the most sought-after performer in the movie business, yet you turn down every offer, correct?”

“It was a difficult choice, but I decided that a life dedicated to martial arts was my true calling. “Being in movies has been a blessing, but I would rather be remembered for being a martial artist, and pass on my fighting style to others. I hope my fans will understand my decision...”

One year later...

“Keep your movements fluid, everyone. Like water!”

“Yes teacher!”



# ENDING - T. HAWK



**"You drove my people from their homes and poisoned our land. Why!?"**  
**"It suited my purposes. Why should I care about a few displaced pests?"**

**"Some 'pests' fight back. I'm reclaiming the lands of the Thunderfoot Tribe. From this day forward, it will be free of the stench of Shadaloo's evil. You and your minions will set foot on the land of my people no more."**

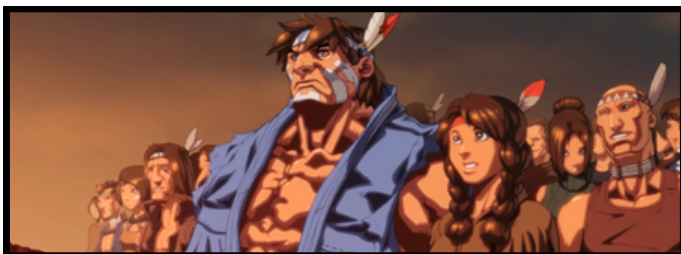


**One week later...**

**"Shadaloo may have left our land barren and desolate, but it is still strong."**



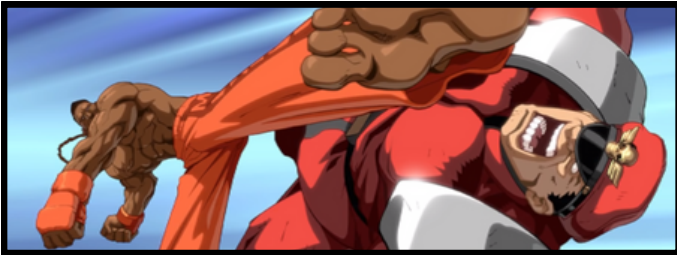
**"Like the blood and spirit of our tribe, it cannot ever be completely defeated,**



**"Working together, drawing on the strength of our Thunderfoot ancestors, we will restore our land and our tribe to its previous glory!"**



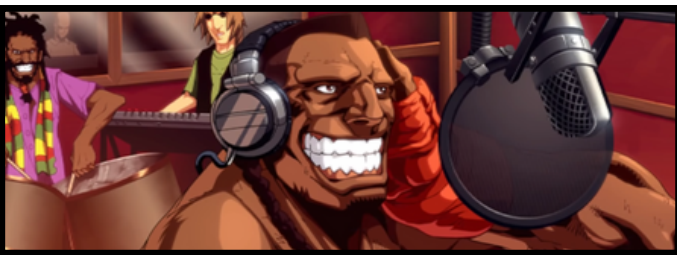
# ENDING - DEE JAY



**“That’s it! That’s what me been looking for! The rhythm of the fight!”**



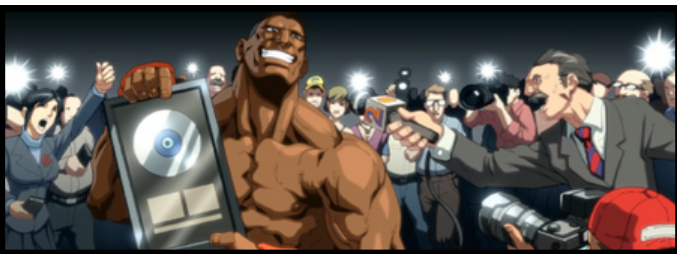
**“Me through with the tournament.  
Me got what I came for-- the  
ultimate beat!”**



**Two weeks later in Jamaica...  
“Yeah, that’s right. The rhythm and  
flow I felt in the heat of battle... that’s  
what we’re recording!”**



**“This is the new music everybody’s  
been waiting for.”**

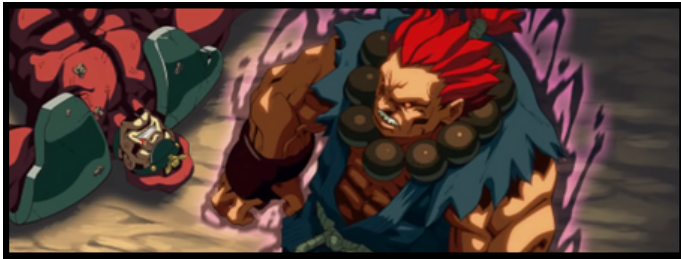


**Six months later, Dee Jay’s music  
takes the world by storm...  
“Dee Jay, you’re in the middle of a  
sold-out world tour and your album’s  
just gone double platinum. What do  
you owe your success to?”**



**“Me owe it all to the fight, mon.  
The fight!”**

# ENDING - AKUMA



**“Pathetic. Is this the only challenge you can offer me, Bison? You were just like any other who has fallen to me-- the Master of the Fist.”**



**“You fool. Instead of mastering your own darkness-- your Psycho Power-- you allowed it to master you.”**



**“Unlike you, I have conquered and embraced the darkness within... and its power.”**



**Akuma leaves to continue his training, fading into darkness as he awaits for a fighter worthy enough to battle him.**

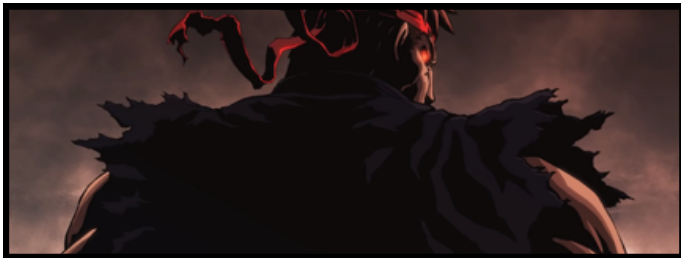
# ENDING - EVIL RYU



**“Messatsu!”**

**“I...Impossible! To think my power would yield to the likes of you...”**

**“This is nothing... Defeating weaklings isn’t enough for me now.”**



**“Your feeble power does nothing for me... Nothing to sate my unquenchable thirst! My blood... it yearns for power!”**



**“Wooooohhh!!! I feel it! The power that will take me to new heights... The power to destroy anything!”**



**“Now... where is the demon that is worth a fight to the death?”**

# ENDING - VIOLENT KEN



**"U-urgh!"**

**"Hmph... Why does this fool cling to his worthless friendship? I could not have predicted that his will would resist the force of my Psycho Power."**

**"Rrraaaghh!"**



**"What...? Where am I? Oh yeah! Urgh... I was under Bison's control. Heh, what a joke. What kind of warrior lets that happen to him?"**



**"Looks like we'll never be able to walk the same road, Ryu."**



**But I promise you, friend-- I'll find my own path. And Ryu... You better be waiting for me at the end of it!"**



# DEVELOPMENT

Although the original punching-pad cabinet of Street Fighter had not been very popular, the alternate six-button version was more successful, which began to generate interest in a sequel. Capcom began to make fighting games a priority after Final Fight was commercially successful in the United States. Yoshiaki Okamoto recounted, "The basic idea at Capcom was to revive Street Fighter, a good game concept, to make it a better-playing arcade game." Development of Street Fighter II took about two years and about 35 to 40 people, with Noritaka Funamizu as a producer, and Akira Nishitani and Akira Yasuda in charge of the game and character design, respectively. The budget was estimated at \$2,450,000 (equivalent to \$5,260,000 in 2022).

Funamizu notes that the developers did not particularly prioritize Street Fighter II's balance; he primarily ascribes the game's success to its appealing animation patterns. The quality of animation benefited from the developers' use of the CPS-1 hardware, with advantages including allowing different characters to occupy different amounts of memory. For example, Ryu can occupy 8 megabits and Zangief 12 megabits.

As Noritaka Funamizu states, the combo system came about by accident: "While I was making a bug check during the car bonus stage... I noticed something strange, curious. I taped the sequence and we saw that during the punch timing, it was possible to add a second hit and so on. I thought this was something impossible to make useful inside a game, as the timing balance was so hard to catch. So we decided to leave the feature

as a hidden one. The most interesting thing is that this became the base for future titles. Later we were able to make the timing more comfortable and the combo into a real feature. In [Street Fighter II] we thought if you got the perfect timing you could place several hits, up to four I think. Then we managed to place eight! A bug? Maybe.”

The vast majority of in-game music was composed by Yoko Shimomura. This is ultimately the only game in the series on which Shimomura worked, as she left the company for Square two years later. Isao Abe, a Capcom newcomer, handled a few additional tracks ("Versus Screen", "Sagat's Theme", and "Here Comes A New Challenger") for Street Fighter II and became the main composer on the subsequent versions. The sound programming and sound effects were overseen by Yoshihiro Sakaguchi, the composer on Street Fighter.

Location testing began in Japan. It was then exhibited in the United Kingdom at London's Amusement Trades Exhibition International (ATEI) in January 1991. The same month, Capcom held a two-week location test in North America, before unveiling the game at Capcom's distributor conference on February 1, 1991, held at Marriott Harbor Beach, Fort Lauderdale, Florida. Capcom introduced Street Fighter II as its "greatest video game ever".

The Game Boy version of Street Fighter II was released on August 11, 1995, in Japan, and in September 1995 internationally. It is missing Dhalsim, E. Honda, and Vega. The graphics, character portraits, and stages are based on Super Street Fighter II, although some moves (such as Blanka's Amazon River Run) from Super Street Fighter II Turbo are included. Because the Game Boy only has two buttons, the strength of punches and kicks is determined by the duration of button presses.

Street Fighter II, Champion Edition, and Turbo are in the compilation Capcom Generation 5 for the PlayStation and Sega Saturn, which was released in North America and Europe as Street Fighter Collection 2. All three games are in Capcom Classics Collection Vol. 1 for the PlayStation 2 and Xbox, and in Capcom Classics Collection Reloaded for the PlayStation Portable. In 2011, all three games were released on iOS devices as the Street Fighter II Collection, though the compilation was later delisted from the App Store. In 2018, Street Fighter II was one of the many games included in the Street Fighter 30th Anniversary Collection for the PlayStation 4, Nintendo Switch, Xbox One and Windows.

# RELEASE

By 1994, Street Fighter II had been played by an estimated 25 million people in the United States alone, across arcades and homes. All versions of Street Fighter II are estimated to have grossed a total of \$10.61 billion in revenue, mostly from the arcade market. As of 2017, it is one of the top three highest-grossing video games of all time, along with Space Invaders (1978) and Pac-Man.

Street Fighter II was not immediately successful in Japan, as most arcade players were initially playing it solo, rather than multiplayer as originally intended. Yoshiki Okamoto was disappointed with its initial performance, and was told he should have produced another solo beat 'em up like Final Fight instead. After Japanese arcade magazine Gamest began publishing articles informing readers about the "battle play" feature, the game began gaining considerable popularity in Japanese arcades.

In Japan, Game Machine magazine listed the game on their April 1, 1991 issue as being the second most-successful table arcade cabinet of the month, outperforming games such as Detana!! TwinBee and King of the Monsters, before Street Fighter II topped the charts two weeks later. It went on to become the highest-grossing arcade game of 1991 in Japan, and then it again became the highest-grossing arcade game of 1992. Street Fighter II Turbo became the highest-grossing arcade game of 1993, with Street Fighter II Dash (Champion Edition) at number four and The World Warrior at number nine.



Street Fighter II was similarly successful in the Western world. In the United States, the game was more immediately successful as it exceeded expectations in test markets, with individual machines earning \$1,300–1,400 per week, Capcom USA sales representative Jeff Walker predicted it would "become the kit of 1991" and RePlay magazine said the game showed there was "plenty of life" left in the then struggling arcade business. By March, it had become a blockbuster and the top-grossing game in the United States, giving a substantial boost in earnings for street operators. It topped the RePlay arcade software charts from May 1991 through August 1992, for a total of 16 months. On the Play Meter arcade charts, it was the top-grossing video game during January–February 1992 and May 1992. Street Fighter II was the highest-grossing arcade game of 1991 in the United States, and one of the top five highest-grossing arcade conversion kits of 1992 (below Champion Edition). Its success was considered phenomenal; by 1992, it had turned around the convenience store segment of the coin-op industry and become the best-selling arcade game in ten years. Electronic Games noted in its October 1992 issue, "Not since the early 1980s has an arcade game received so much attention and all-out fanatical popularity." It was similarly successful in Australia, where it was performing strongly after 16 months on the market, with Leisure Line magazine noting in 1992 that not "since the days of Space Invaders (1978) has a game had such longevity".

In 1991, 50,000 arcade units were sold worldwide, including 17,000 units in Japan, with Capcom reporting continued production of arcade units due to repeat orders. In the United Kingdom, Your Commodore reported in July 1991 that spectators

were betting on players at London West End arcades. Between early 1991 and early 1993, Street Fighter II had captured about 60% of the global coin-op market, including 10,000 units installed in the United Kingdom by mid-1991, with individual machines in the UK estimated to be taking between £70–1,000 per week over the next two years. Street Fighter II generated an estimated annual revenue of £260 million in the UK alone for the two years between mid-1991 and mid-1993, totaling £520 million (\$913 million at the time, equivalent to \$1.9 billion in 2022).

The company sold more than 60,000 arcade machines of the original Street Fighter II, including about 20,000 to 25,000 units in the United States. It was followed by Street Fighter II' (Dash or Champion Edition), of which 140,000 arcade units were sold in Japan alone, where it cost ¥160,000 (\$1300) for each unit, amounting to ¥22.4 billion (\$182 million) revenue generated from hardware sales in Japan (equivalent to \$391 million in 2022), in addition to about 20,000 to 25,000 units sold in the United States. On the US RePlay arcade charts for July 1992, Champion Edition was number one on the upright cabinets chart (above Midway's Mortal Kombat) while the original Street Fighter II was number two on the coin-op software chart (below SNK's World Heroes). Street Fighter II generated \$1.5 billion (equivalent to \$3.13 billion in 2022) annually in 1993, making it the year's highest-grossing entertainment product, above the film Jurassic Park. In January 1994, Capcom referred to Street Fighter II as "the most successful video game series of the decade" while promoting Super Street Fighter II. In early 1994, Capcom projected sales of Super Street Fighter II to reach 100,000 arcade units. According to the March 1995 issue of GameFan magazine, the game had earned "billions of dollars in profit".

In addition to Capcom's official arcade units, many pirated counterfeit Street Fighter II arcade clone units were sold across the world. RePlay noted in January 1993 that Street Fighter II had "single-handedly re-ignited the worldwide black market in counterfeit PCBs and speed-up kits". Many counterfeit arcade units often outsold official Street Fighter II arcade cabinets in various markets. For example, about 200,000 counterfeits were in Mexico alone, where Capcom did not officially sell the game. Bondeal from Hong Kong produced 3,000 copied arcade units per month for markets such as Latin America, and a Taiwanese firm produced 20,000 copied arcade units in 1991; in Taiwan, up to 150,000 clone units were manufactured by 1992. Many counterfeit units were in South Korea, such as a trader selling about 100 Street Fighter II PCBs by 1992. Seven different versions of the game claimed to be sequels in 1992, mostly from Hong Kong, and one named Champion of Champion Editions reportedly was in British arcades. Capcom and its partners took legal action against counterfeit arcade units in regions such as Southeast Asia, North America, South Korea, and Puerto Rico.

The numerous home conversions of Street Fighter II are listed among Capcom's Platinum-class games, with more than one million units sold worldwide. In Japan, 1 million copies of the Super Famicom version were sold in June 1992 within the first two weeks of its release, at a retail price of ¥10,780 (equivalent to \$85.12 then, or \$178 in 2022). The February 1992 issue of Gamest magazine in Japan said that, due to low stock, the console versions were selling for much higher at ¥15,000 (equivalent to about \$119.19 at the time, or \$249 in 2022). It topped the Japanese Famitsu sales charts from June through July to August 1992. It was a multi-million seller in Japan by December 1992.

n the United States, 750,000 units of the SNES version were sold between July 15 and September 30, 1992, with a retail price of \$74.99 (equivalent to \$160 in 2022). According to Electronic Gaming Monthly, "Never has a game taken the country [by] storm as this one has." It remained America's top-selling Super NES game for much of late 1992, in August and then October, November,[ and December. In 1992 in North America, 2 million units were sold. In the United Kingdom, Street Fighter II replaced Super Mario World as the bundled game for the SNES, and the SNES and Amiga versions made it the second best-selling home video game of 1992, below Sonic the Hedgehog 2 for the Mega Drive. Worldwide, 4 million Street Fighter II cartridges had been sold by September 1992, 5 million units by the end of 1992, and over 6 million by 1993. The SNES version became the company's best-selling single consumer game software, at more than 6.3 million units, and it remains its best-selling game software on a single platform. By 1993, 10 million units of all home software versions had been sold, and 11.9 million units for Nintendo and Sega consoles by March 1994.

The SNES versions of Street Fighter II Turbo and Super Street Fighter II had 4.1 million and 2 million unit sales, respectively, followed by the Mega Drive/Genesis version of Street Fighter II: Special Champion Edition with 1.65 million sales. In total, more than 14 million copies were sold for the SNES and Mega Drive/Genesis consoles. The SNES version of Street Fighter II was Capcom's best-selling single game until 2013, when it was surpassed by Resident Evil 5.



# RECEPTION

The original arcade version of Street Fighter II was awarded Best Game of 1991 in Gamest magazine's Fifth Annual Grand Prize, which also won in the genre of Best Action Game (the award for fighting games was not established yet). Street Fighter II placed No. 1 in Best VGM, Best Direction, and Best Album, and was second place in Best Graphics below the 3D Namco System 21 game Starblade. All the characters except M. Bison (known internationally as Balrog) are on the list of Best Characters of 1991.

Street Fighter II Dash was awarded Best Game of 1992 in the Sixth Annual Grand Prize, as published in the February 1993 issue of Gamest, winning again as Best Action Game. It placed No. 3 in Best VGM, No. 6 in Best Graphics, and No. 5 in Best Direction. The Street Fighter II Image Album is the No. 1 Best Album in the same issue, with the Drama CD version of Street Fighter II tied for No. 7 with the soundtrack for Star Blade. The List of Best Characters only had Chun-Li at No. 3.

In the February 1994 issue of Gamest, both Street Fighter II Turbo and Super Street Fighter II were nominated for Best Game of 1993, but neither won (the first place was given to Samurai Spirits). Super ranked third place, and Turbo ranked sixth. In the category of Best Fighting Games, Super ranked third place again, while Turbo placed fifth. Super won third place in the categories of Best Graphics and Best VGM. Cammy, who was introduced in Super, placed fifth place in the list of Best Characters of 1993, with Dee Jay at 36 and T. Hawk at 37. In the January 30, 1995

issue of Gamest, Super Street Fighter II X (known as Super Turbo internationally) placed fourth place in the award for Best Game of 1994 and Best Fighting Game, but did not rank in any of the other awards.

The Super Famicom (SNES) version was critically acclaimed. Famitsu's panel of four reviewers gave it scores of 9, 9, 9, and 8, adding up to 35 out of 40. This made it one of their five highest-rated games of 1992, along with Dragon Quest V: Hand of the Heavenly Bride, Shin Megami Tensei, World of Illusion Starring Mickey Mouse and Donald Duck, and Mario Paint. They later gave the Turbo update a score of 36 out of 40. This made Street Fighter II Turbo their highest-rated game of 1993, and the twelfth game to have received a Famitsu score of 36/40 or above.

The arcade game was well received by English-language critics upon release. In March 1991, RePlay magazine said "the graphics and sounds are tops" while praising the "solid" gameplay, and it was considered the top game at the American Coin Machine Exposition (ACME) that month. In May 1991, Julian Rignall of Computer and Video Games gave it ratings of 94% for graphics, 93% for sound, 95% for playability, and 92% for lastability, with a 93% score overall. He criticized the original Street Fighter for being a "run-of-the-mill beat 'em up with little in the way of thrills and spills" but praised the sequel for being "absolutely packed with new ideas" and special moves. He noted the "six buttons combining with 8 joystick directions to provide more moves than I've ever seen in a beat 'em up" and praised the "massive, beautifully drawn and animated sprites, tons of speech and the most exciting, action-packed head-to-head conflict yet seen in an arcade game," concluding that it is "one of the best

fighting games yet seen in the arcades" and a "brilliant" coin-op. In the June 1991 issue of Sinclair User, John Cook gave the arcade game an "addict factor" of 84%. He praised the gameplay and the "excellent" animation and sound effects, but criticized the controls, stating players "might find the control system a bit daunting at first [with] a joystick plus six (count 'em!) fire buttons [but] it's not that bad really". He concluded "this is bound to appeal to you if you like the beat 'em up style of game." Jeff Davy of Your Commodore praised the game for its large sprites, character animation, varied opponents, character moves, and two-player mode. Computer and Video Games later referred to Street Fighter II as the "game of the millennium" in 1992.

The SNES version of Street Fighter II was very well received. In Electronic Gaming Monthly (EGM), its panel of four reviewers gave it scores of 10, 9, 10, and 9, adding up to 38 out of 40, and their "Game of the Month" award. Sushi-X (Ken Williams) gave it a 10, calling it "The best! Street Fighter II is the only game I have ever seen that really deserves a 10!" Martin Alessi gave it a 9, describing it as "the best cart available anywhere! Incredible game play!" Ed Semrad gave it a 10, saying "The moves are perfect, the graphics outstanding and the audio exceptional. Get one of the new 6 button sticks and you'll swear you're playing the arcade version." GamePro printed two reviews of the game in its August 1992 issue, both giving it a full score of 5 out of 5; Doctor Dave described it as "Capcom's best arcade conversion yet" while Slasher Quan stated that almost "everything's perfect in the Super NES version" and that it is "a nearly flawless conversion of the arcade original that's made even more enjoyable by new options and the convenience of home fighting." Super Play gave it a 94% score, stating that with "the inclusion of Champion

Edition's Character vs. Character select and the extra options, I would even go so far to say that this is actually better than the coin-op." Electronic Games gave it scores of 95% for graphics, 92% for sound, and 93% for playability, with a 94% overall, concluding that it is the best fighting game to date. Nintendo Power scored it 16.2 out of 20, stating that the "hottest arcade game around has been faithfully reproduced for this Super NES conversion" and that it "is just like having the arcade game at home!". Nintendo Power ranked it the best SNES game of 1992, above The Legend of Zelda: A Link to the Past in second place.

Computer Gaming World in April 1994 said that "Street Fighter II now enters the PC ring rather late and with a touch of weak wrist". The magazine reported that "the atmosphere and the impact of hefty welts and bone-crushing action is just not here. The usual lament of many PC gamers about arcade conversions is once again true: too little and too late".

Street Fighter II was named by Electronic Gaming Monthly as the Game of the Year for 1992. EGM awarded Street Fighter II Turbo with Best Super NES Game in 1993. Street Fighter II won the Golden Joystick Award for Game of the Year in 1992. Game Informer gave it the "Best Game of the Year" and "Best Playability in a Video Game" awards. It won Electronic Games magazine's Electronic Gaming Award for the Video Game of the Year, where it was nominated along with NHLPA Hockey '93 and Sonic the Hedgehog 2.



# UPDATES

Street Fighter II spawned a series of revisions, each refining the play mechanics, graphics, character roster, and other aspects of the game. The first update, Street Fighter II: Champion Edition, was released in arcades in March 1992. It rebalances characters' power levels, allows both players in two-player matches to select the same character (distinguished by alternate costume colors) and allows players to choose the four previously computer-only boss characters.

Following the release of Champion Edition, a wave of unauthorized modifications for arcade cabinets, such as the so-called "Rainbow Edition", appeared, prompting Capcom's official response with Street Fighter II Turbo in December, increasing the playing speed and giving some characters new special moves.

Super Street Fighter II: The New Challengers was released in September 1993, using the more advanced CP System II, allowing for updated graphics and audio, and introducing four new characters, but relieving the speed increase of Street Fighter II Turbo, which led to it being quickly superseded by Super Street Fighter II Turbo, released in February 1994, which allows for a selective game speed, introduces powered-up special moves called Super Combos, and adds a new hidden character.

# PORTS

Street Fighter II was released for the Super Famicom on June 10, 1992, in Japan, followed by a North American release for the SNES in August and a European release in December. It is the first game released on a 16-megabit SNES cartridge. Many aspects from the arcade versions were either changed or simplified in order to fit into the smaller memory capacity. This version has a secret code allowing both players to control the same character in a match, which is not possible in the original arcade version. The second player uses the same alternate color palette introduced in Street Fighter II: Champion Edition. The four Shadaloo Bosses are still non-playable, but the code enables their Champion Edition color palette. Tatsuya Nishimura, who had recently joined Capcom from TOSE, arranged the soundtrack with assistance from Shimomura, Abe, and Sakaguchi.

U.S. Gold released versions of Street Fighter II for various home computer platforms in Europe, namely the Amiga, Atari ST, Commodore 64, PC (DOS), and ZX Spectrum. These were all developed by Creative Materials, except the ZX Spectrum version by Tiertex Design Studios. The PC version was also published in North America by Hi-Tech Expressions. These versions suffer numerous inaccuracies, such as missing graphical assets and music tracks, miscolored palettes, and lack of six-button controls due to these platforms having only one or two-button joysticks as standard at the time. Though officially advertised by US Gold along with the C64 and ZX Spectrum conversions and anticipated in magazines, the Amstrad CPC development by Creative Materials was canceled.

# LEGACY

The Street Fighter II games were followed by several sub-series of Street Fighter games and spinoffs including Street Fighter Alpha, Street Fighter EX, Street Fighter III, Pocket Fighter, Super Puzzle Fighter II Turbo, and Vs. series. Capcom released Street Fighter IV for the arcades in July 2008, followed by Xbox 360 and PlayStation 3 in February 2009 and Microsoft Windows in July 2009. Street Fighter V was released for the PlayStation 4 and Windows in 2016.

Street Fighter II is regarded as one of the most influential video games of all time, and the most important fighting game in particular. The release of Street Fighter II in 1991 is often considered a revolutionary moment in the fighting game genre. It has the most accurate joystick and button scanning routine in the genre, allowing players to reliably execute multi-button special moves, and its graphics use Capcom's CPS arcade chipset, with highly detailed characters and stages. Whereas previous games allow players to combat a variety of computer-controlled fighters, Street Fighter II allows human combat.

The popularity of Street Fighter II surprised the gaming industry, as arcade owners bought more machines to keep up with demand. It was responsible for introducing the combo mechanic, which came about when skilled players learned that they could combine several attacks with no time for the opponent to recover. Its success inspired a wave of other fighting games, which were initially often labeled as "clones" or imitators, including titles such as Guardians of the 'Hood, Art of Fighting,

Time Killers, Mortal Kombat, and Killer Instinct. Street Fighter II also influenced the development of the combat mechanics of beat 'em up game Streets of Rage 2. However, Street Fighter II also received criticism for its depiction of street violence, and for having inspired numerous other violent games in the industry.

Street Fighter II was the best-selling arcade video game by far since the golden age of arcade video games, bringing an arcade renaissance in the early 1990s. Its impact on home video games was equally important, becoming a long-lasting system-seller for the Super Nintendo Entertainment System. Since then up until the late 1990s, numerous best-selling home video games were arcade ports. In 2005, Electronic Gaming Monthly ranked it the 9th most important game since they began publication in 1989, stating no game "did more to prop up arcades" in the 1990s and it was the first killer app for the SNES.

The game popularized the concept of "face-to-face", tournament-level competition between two players instead of just high scores. This enabled the competitive multiplayer and deathmatch modes found in modern action games. John Romero, for example, cited the competitive multiplayer of Street Fighter II as an influence on the deathmatch mode of seminal first-person shooter Doom.

It is an innovation in revision series, with Capcom continuously upgrading and expanding the arcade game instead of releasing a sequel. This furthered the practice of patches and downloadable content found in modern video games.